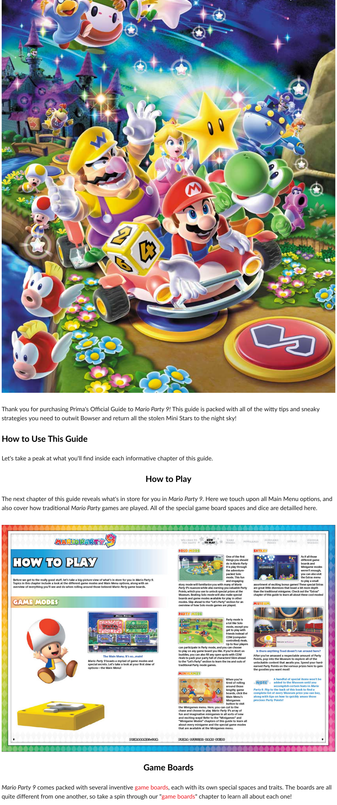


Thank you for purchasing Prima's Official Guide to *Mario Party 9*! This guide is packed with all of the witty tips and sneaky strategies you need to outwit Bowser and return all the stolen Mini Stars to the right sky!

How to Use This Guide

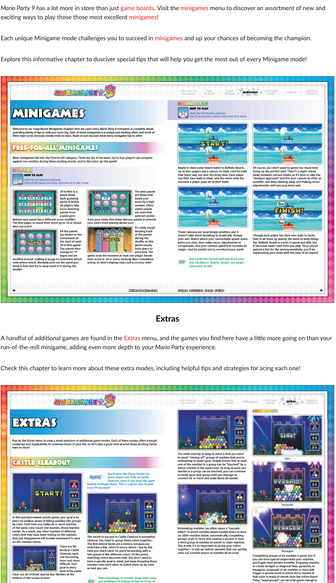
Let's take a peak at what you'll find inside each informative chapter of this guide.

How to Play

The next chapter of this guide reveals what's in store for you in *Mario Party 9*. Here we touch upon all Main Menu options, and also cover how traditional *Mario Party* games are played. All of the special game board spaces and dice are detailed here.

Game Boards

Mario Party 9 comes packed with several inventive game boards, each with its own special spaces and traits. The boards are all quite different from one another, so take a spin through our "game boards" chapter to learn all about each one!



Minigames

What would a *Mario Party* be like without minigames? This chapter covers each and every bite-sized battle you'll find yourself blazing through as you motor around those zany boards.

The minigames are grouped by type and sorted alphabetically to help you quickly find the ones you'd like to learn more about.

Though most minigames seem pretty straightforward, many have special exploits that can help you win more easily. Take a look and see for yourself!

Minigame Modes

Mario Party 9 has a lot more in store than just game boards. Visit the minigames menu to discover an assortment of new and exciting ways to play those those most excellent minigames!

Each unique Minigame mode challenges you to succeed in minigames and up your chances of becoming the champion.

Explore this informative chapter to duscover special tips that will help you get the most out of every Minigame mode!

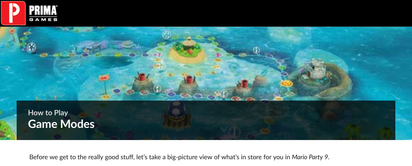
Extras

A handful of additional games are found in the Extras menu, and the games you find here have a little more going on than your run-of-the-mill minigame, adding even more depth to your *Mario Party* experience.

Check this chapter to learn more about these extra modes, including helpful tips and strategies for acing each one!

Museun Goodies

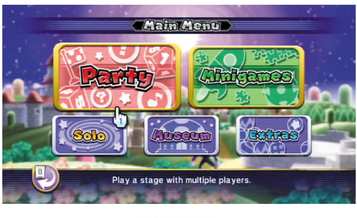
Nearly everything you accomplish in *Mario Party 9* earns you and amount of special currency known as Party Points. Visit the Museum at any time to take a tour with Toad and view all of the special goodies you can unlock with your hard-earned points!



How to Play
Game Modes

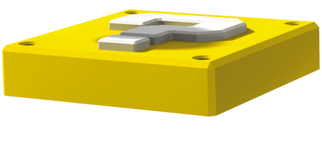
Before we get to the really good stuff, let's take a big-picture view of what's in store for you in *Mario Party 9*.

Topics in this chapter include a look at the different game modes and Main Menu options, along with an overview of everything you'll see and do when rolling around those beloved *Mario Party* game boards.



The Main Menu. It's so...main!

Mario Party 9 boasts a myriad of game modes and special secrets. Let's take a look at your first slew of options—the Main Menu!



Solo Mode

One of the first things you should do in *Mario Party 9* is play through the adventure-packed Solo mode.

This fun and engaging story mode will familiarize you with many of *Mario Party 9*'s nuances while also earning you valuable Party Points, which you use to unlock special prizes at the Museum.

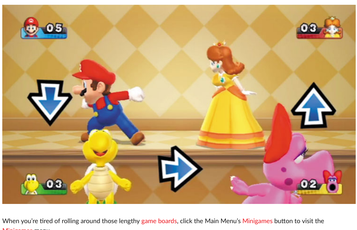
Beating Solo mode will unlock special boards, game modes, and hidden characters for play in other modes. Skip ahead to the "Let's Party" section for an overview of how Solo mode games are played.

Party Mode

Party mode is a lot like Solo mode, except you get to play with friends instead of COM (computer-controlled) rivals. Up to four players can participate in Party mode, and you can choose to play on any game board you like.

If you're short on buddies, you can also fill any open spots with COM rivals to pack your party full of characters! Skim ahead to the "Let's Party" section to learn the ins and outs of traditional Party mode games.

Minigames



When you're tired of rolling around those lengthy game boards, click the Main Menu's Minigames button to visit the Minigames menu.

Here, you can cut to the chase and choose to play *Mario Party 9*'s array of fun and imaginative minigames in all sorts of new and exciting ways!

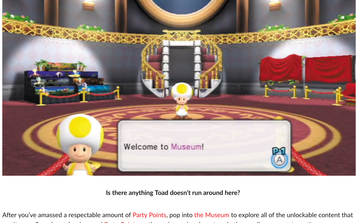
Refer to the "Minigames" and "Minigame Modes" chapters of this guide to learn all about every minigame and the special game modes that are available at the Minigames menu.

Extras

As if all those different game boards and Minigame modes weren't enough, you can also visit the Extras menu to play a small assortment of exciting bonus games!

These special Extras are great little diversions that boast a bit more depth than the traditional minigame. Check out the "Extras" chapter of this guide to learn all about these cool modes!

Museum



Is there anything Toad doesn't run around here?

After you've amassed a respectable amount of Party Points, pop into the Museum to explore all of the unlockable content that awaits you. Spend your hard-earned Party Points on the various prizes here to gain the goodies you want most!

Note

A handful of special items won't be added to the Museum until you accomplish certain feats in Mario Party 9. Flip to the back of this book to find a complete list of every Museum prize you can buy, along with tips on how to quickly amass those precious Party Points!

How to Play

Let's Party!

Mario Party 9 breaks from tradition by adding a unique twist to its historic gameplay formula. Rather than taking turns moving around a game board as individuals, all players travel together inside a souped-up four-seater vehicle!

Though everyone travels together, the goal of each player is to collect more Mini Stars than their peers as they traverse the game board. Whoever has the most Mini Stars at the journey's end will be crowned the Superstar!

Better hang on tight when Magikoopa's behind the wheel!

Each player takes turns at being the "captain"—the person in the driver's seat. The captain rolls a Dice Block at the start of their turn, and then the entire party zooms forward by as many spaces as the Dice Block rolled.

Something pretty wild is likely to happen when you finally come to a stop, but it all depends on where you land!

Being the captain has its ups and downs. On the one hand, only the captain will collect Mini Stars that hover between spaces on the board. Whenever you're the captain, do your best to motor through those sparkling stars!

On the other hand, sometimes you'll end up passing through icky-looking purple stars. These are called Mini Ztars, and they'll subtract Mini Stars from the captain's total whenever they drive through a patch.

Try not to pick up any of these sinister hitchhikers!

Special Spaces

Every game board boasts a host of special spaces that you'll end up landing on at some point. Most special spaces will affect only the captain—but sometimes other players will be roped into the captain's antics as well!

Keep reading to learn about the many different spaces you might find yourself parked upon.

Tip

Check the following "Game Boards" chapter to learn all about every board's unique spaces and traits!

Green Space

Okay, so not every space has something special going on. Nothing happens when you land on these plain old green spaces—the captain's turn simply ends, and the next player takes the wheel. Party poopers!

Dice Block Space

Landing on these plentiful blue spaces scores the captain a random Dice Block. These special Dice Blocks can help players roll well and avoid hazards or land where they'd like.

Sometimes the item box that contains special Dice Blocks will also contain extra bonuses like Mini Stars or minigames! Skip to the following "Special Dice Blocks" section to learn all about the different dice you can roll.

Lucky Spaces

Park on a Lucky Space, and something good will happen to the captain. Common Lucky Spaces lead to Toad houses and warp pipes, which in turn lead to neat little events in which the captain can score Mini Stars and special Dice Blocks.

Every board has its own spread of Lucky Spaces—try to land on them often!

Unlucky Spaces

An unfortunate roll of the dice can lead the captain to an Unlucky Space, where something unpleasant is sure to happen to them.

Usually, this involves losing some of their precious Mini Stars! Use special Dice Blocks to help you avoid these unfavorable spaces.

Event Spaces

Reaching an Event Space causes something wild and unpredictable to happen, usually to the entire party. That's why these spaces sport question marks!

You never know just what will occur when you reach an Event Space, but one thing's for sure: It's going to be eventful!

Shuffle Spaces

These rare spaces randomly generate a new order in which the players will roll. This can really throw a wrench into your rivals' plans!

It's possible that the captain who lands on a Shuffle Space will end up being selected to roll next, effectively giving them two turns in a row. Try to land on Shuffle Spaces to increase your odds of rolling again sooner rather than later!

Dash Spaces

Land on a Dash Space, and the captain will be able to roll a normal Dice Block and move again. This can help them clean up Mini Stars as they travel a long distance around the board before handing over control. Zoom!

Back Spaces

The captain gets to roll again when they land on a Back Space, but instead of gaining ground and moving forward, they wind up moving backward. This can be either good or bad, depending on what's behind them!

TIP

Look for opportunities to use Back Spaces and pass through the same Mini Star clusters multiple times.

Spin Spaces

Landing on these wild spaces causes a random result to occur. The result is usually beneficial to the captain, such as stealing another player's Mini Stars or special Dice Blocks.

Fans of the random can really shake things up by landing on Spin Spaces!

Bowser Spaces

Uh-oh, scary! Most boards feature just one or two of these nasty spaces—until Bowser makes his terrible appearance, that is!

As you near the end of a board, Bowser always appears and zaps several upcoming spaces, transforming them into devious Bowser Spaces.

Avoid these hazardous landing zones at all costs, for something awful is sure to happen!

TIP

If you're the captain, answer no when Bowser asks if you want "a whole bunch of presents," and fewer spaces will be transformed into Bowser Spaces. Or say yes and crank up the chaos!

Mini Star Spaces

As you might expect, landing on a Mini Star Space scores the captain some Mini Stars. These rare spaces are usually only found in special event areas, such as at the bottom of a Lucky Space's warp pipe.

The higher the number on the Mini Star Space, the more Mini Stars the captain receives!

Mini Ztar Spaces

By contrast, Mini Ztar Spaces deduct Mini Stars from the captain's tally. Not cool! Luckily, these sinister spaces aren't very common. They're mainly only encountered when you land on those ugly Unlucky Spaces.

Captain Event Spaces

Every board sports at least one special Captain Event Space. Unlike most other spaces, you are forced to stop and land on these special spots when you reach them, even if you still had moves remaining.

Try to be the captain when you arrive at a board's Captain Event Space, for the captain always has the advantage in the special game that's about to be played!

Boss Battle Spaces

All boards feature two Boss Battle Spaces—one around the halfway point and another at the board's end.

Like Captain Event Spaces, you're forced to stop at Boss Battle Spaces when you arrive at them, even if you still have moves left to make.

Both of a board's Boss Battle Spaces prompt you to fight a nefarious boss in a special minigame event. Like all minigames, the player who scores the best during the battle will earn the most Mini Stars at the end!

NOTE

Whoever was the captain at the start of a boss battle gets some bonus Mini Stars at the end of the fight. Score!

Free-for-All Minigame Spaces

Land on one of these minigame spaces, and everyone in your vehicle will be thrust into an exciting Free-for-All minigame.

It's everyone for themselves during these minigame events, and the better you perform, the more Mini Stars you'll receive at the end!

These spaces tend to be more common at the start of a board, and appear less and less often as you journey toward the end.

1-vs.-Rivals Minigame Spaces

These minigame spaces pit the captain against their peers in a frantic minigame battle! The captain always acts as the solo player during these events, while all other players team up to thwart them.

If even one member of the rival team manages to succeed, the entire team scores an equal amount of Mini Stars. The captain sure has their work cut out for them!

Bowser Jr. Minigame Spaces

A few minigame spaces bear the likeness of that bite-sized baddy Bowser Jr. Landing on one of these forces the captain to face off against the little loudmouth in an epic minigame clash!

Fortunately, the captain won't have to go it alone—one additional player is chosen at random to join the captain in their effort to bring Jr. down. Put aside your differences and team up to whoop that whiny whelp!

Battle Minigame Spaces

Toward the end of a board, you'll start to encounter a few of these dangerous minigame spaces.

Battle Minigame Spaces are similar to Free-for-All Minigame Spaces, except that you'll be playing for each other's Mini Stars instead of simply adding more Mini Stars to your totals.

That's right: a Hammer Bro. appears and steals Mini Stars from each player. Whoever finishes in first place has a chance to win most of those stars back!

Play hard and don't let your rivals make off with your hard-earned Mini Stars so late in the journey.

Special Dice

Landing on special spaces, such as Dice Block Spaces and Lucky Spaces that lead to Toad houses, can score the captain special Dice Blocks. These distinct dice can give players big advantages when used at the right times. Let's take a closer look at what each special Dice Block has in store for you!

NOTE

You may only carry two special Dice Blocks at a time. If you stumble upon a third, you'll be asked to choose one to discard.

TIP

Check the score portraits on the screen's left side to see each player's current special Dice Blocks—this can help you guess what the next player's move might be!

Normal Dice Block

Your run-of-the-mill Dice Block has six sides and can roll any number between one and six. Don't bother straining your eyesight by studying the normal Dice Block's spin—you can't possibly predict what number will pop up when you roll!

Slow Dice Block

The granddaddy of all Dice Blocks, the Slow Dice Block tumbles so sluggishly that it's easy to roll the exact number of spaces you wish to move.

Simply watch as those numbers slowly tick by, then jump up and give that Dice Block a good whack to roll the precise number you want. Like normal Dice Blocks, Slow Dice Blocks have six sides, numbered one through six.

0-1 Dice Block

This low-rolling Dice Block may have six sides, but three of them are all numbered 0, and the other three are all numbered 1.

You might not see much potential in the 0-1 Dice Block at first, but it can be super valuable at times when a host of hazards lie ahead. Roll low with the 0-1 Dice Block and turn that wheel over to the next sucker!

NOTE

If you roll a 0, you won't move at all, and thus nothing will happen at the end of your turn. Sometimes that's a good thing!

1-2-3 Dice Block

This is another low-value Dice Block—numerically speaking, that is. Like the 0-1 Dice Block, the 1-2-3 Dice Block can help you avoid probing too far down a precarious path.

These low-rolling dice can also be used to set up the next player for hazards that might be chasing after your party from behind!

4-5-6 Dice Block

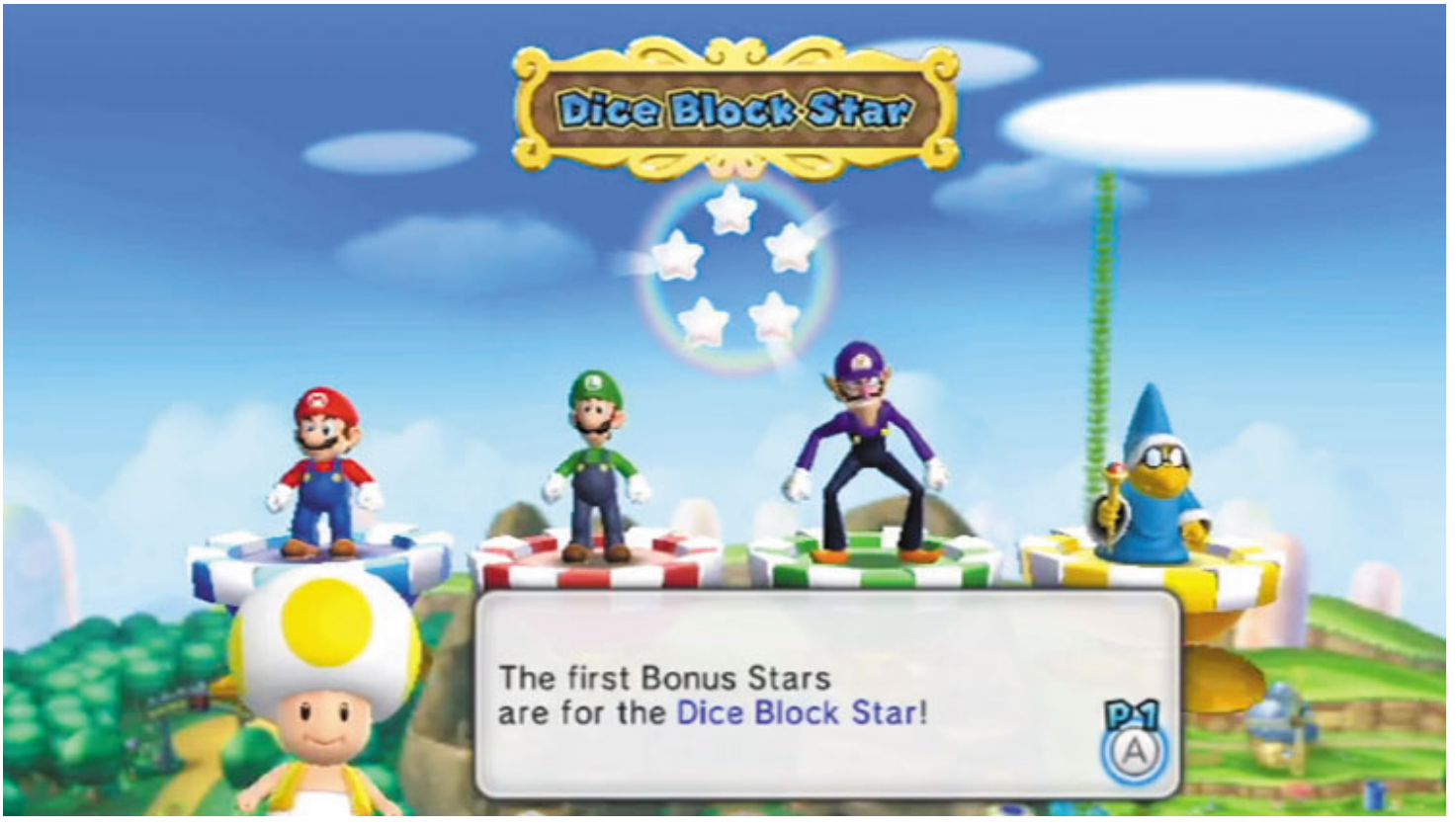
When you just need to roll big, the 4-5-6 Dice Block has your back.

Give this high-roller a throw to ensure that you move four, five, or six spaces ahead, zipping past nearby hazards or snagging a bunch of Mini Stars that float farther up the trail.

1-10 Dice Block

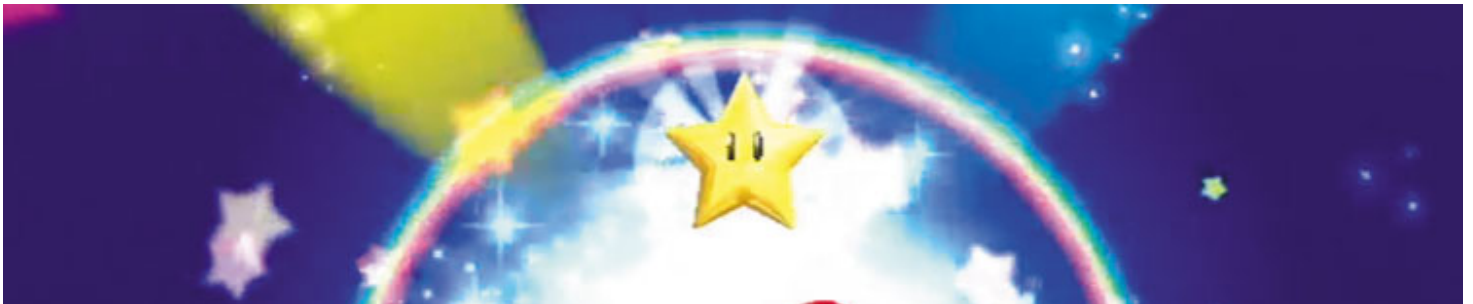
This odd-shaped Dice Block sports 10 sides instead of six, letting you roll and move up to 10 spaces in a single go. Of course, it's also possible to roll a 1 and wind up moving just one measly space. Talk about anticlimactic!

The Final Tally



The game isn't over after a board's big boss falls—Toad still has some special prizes to hand out! Three random awards are given out at the end of every Solo or Party mode adventure, each with a five Mini Star prize.

These end-game awards can make all the difference in determining who will be the Superstar at the end of a close game!



Oh, come now. Who didn't know Mario was super?

Here are the possible postgame awards that Toad might dole out. Remember: Toad only gives three of these at the end of each game, and you never know which ones he'll pick!

Keep these special awards in mind as you play and try to set yourself up to win some of them, just in case Toad picks them at the journey's end.

Dice Block Star: Awarded to the player who used the most special Dice Blocks.

Far Star: Awarded to the player who had the highest total from hitting Dice Blocks throughout the stage (including special Dice Blocks).

Minigame Star: Awarded to the player who won the most minigames.

Minus Star: Awarded to the player who hit the most Mini Ztars.

Slow Star: Awarded to the player who had the lowest total from hitting Dice Blocks throughout the stage (including special Dice Blocks).

Spin Star: Awarded to the player who landed on the most Spin Spaces.

Game Boards
Toad Road

Game Boards

Welcome to the Game Boards chapter! Here you'll learn everything there is to know about the seven unique and exciting game boards in *Mario Party 9*.

The boards are presented in the same order you unlock them as you play through Solo mode, so just follow along with this chapter and you won't miss a thing!

Toad Road

Points of Interest	Special Spaces		
1	Lily Pad Pond		Mini Star Warp Pipe
2	Boss Battle: Lakitu		Toad House
3	Broken Bridge		Vine to the Sky
4	Isle “9” (Captain Event Area)		Mini Ztar Warp Pipe
5	Toad Checkpoint		Mushroom Pad to Star Isle
6	Star Isle Junction		Cannon to Isle “9”
7	Star Isle (Event Space Area)		
8	Boss Battle: Wiggler		

Space Breakdown			
	Green Spaces (37)		Bowser Spaces (1)
	Dice Block Spaces (23)		Mini Star Spaces (6)
	Lucky Spaces (9)		Mini Ztar Spaces (9)
	Unlucky Spaces (1)		Captain Event Spaces (1)
	Event Spaces (5)		Boss Battle Spaces (2)
	Shuffle Spaces (7)		Free-for-All Minigame Spaces (5)
	Dash Spaces (6)		1-vs.-Rivals Minigame Spaces (4)
	Back Spaces (2)		Bowser Jr. Minigame Spaces (2)
	Spin Spaces (6)		Battle Minigame Spaces (6)

Mini Stars and Ztars	
	Mini Stars (78)
	Mini Ztars (27)

Board Overview

Ah, Toad Road. Enjoy the warm and gentle breeze as you take an easy ride around this colorful board.

Hazardous spaces are few and far between here on Toad Road, as long as you manage to jump the broken bridge that lies just beyond the first boss, Lakitu.

Though Toad Road is a relatively short board, its winding path can lead you to several welcomed surprises.

Land on those first few Lucky Spaces, and warp pipes will drop you into secret caverns filled with Mini Star Spaces.

There's also a giant vine that leads up to a bounty of Mini Stars in the sky. A pair of tiny isles sport even more Mini Stars to add to your collection—provided you can get to them!

Compared to other boards, Toad Road is simple and straightforward, and you can travel it fairly quickly.

This makes Toad Road a great place to begin your exciting quest for Mini Stars!

Toad Road Tour

Mini Star Warp Pipes

Whoa, a secret cavern!

Try landing on Lucky Spaces as you travel along Toad Road's first few twists and bends.

Many of these special spaces will bring you to a secret underground cavern that's filled with rare Mini Star Spaces!

Roll and move along the short path down here—the higher you roll, the more Mini Stars you'll score.

You only get one chance to roll, and you're returned to the surface after you pocket some Mini Stars.

Try to land on these early Lucky Spaces and amass lots of Mini Stars right from the start!

Lily Pad Pond

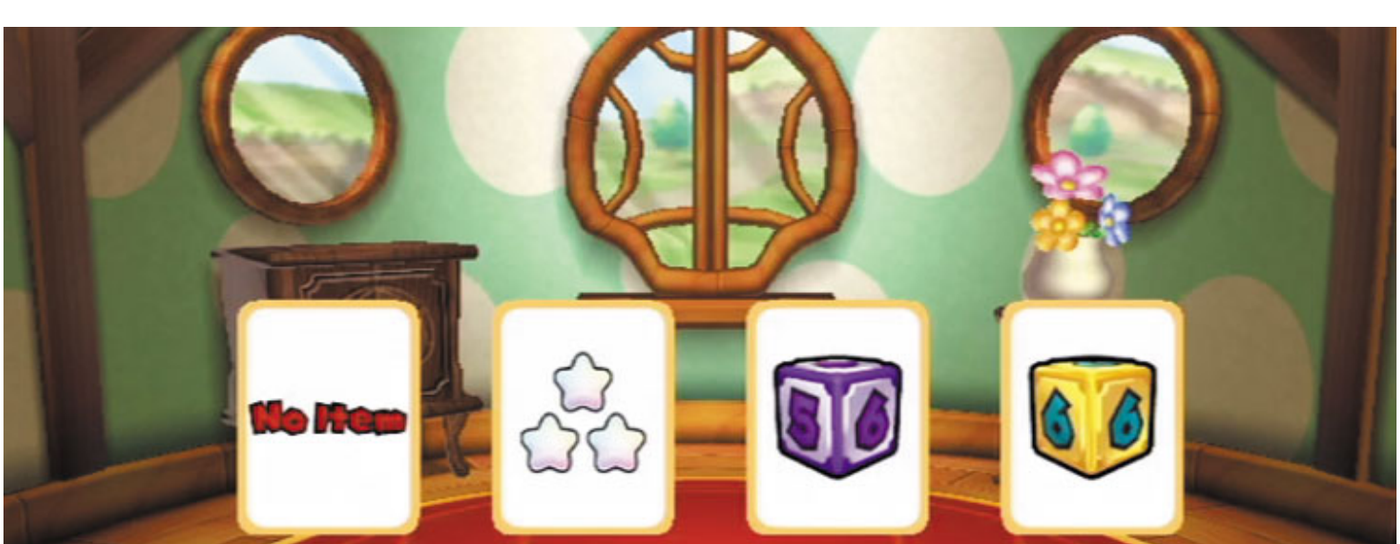
1

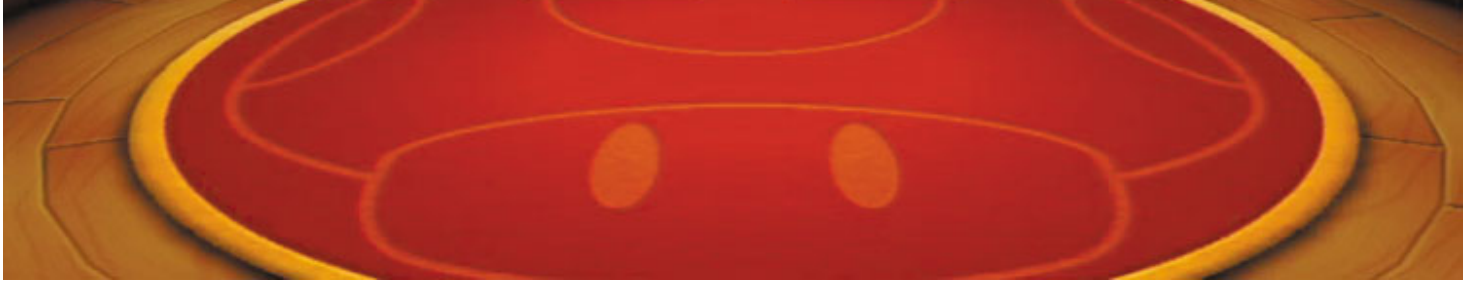
When you reach this spot, the captain gets to decide whether to continue along the main path or take a shortcut across some lily pads that float on a small pond.

Beware: There are Mini Ztars floating above those innocent lilies! Don't take the shortcut if it'll make you hit the Mini Ztars.

Only take the shortcut if you'll stop short of the Ztars—this will cause the next captain to hit them instead!

Toad House





Keep an eye on those cards!

As you progress a little farther along Toad Road, you'll begin to see Lucky Spaces that lie near toadstool-shaped abodes.

Who might await you inside one of these stubby huts? Why, a Toad, of course! The resident Toad will show you four cards, each one with a picture of an item.

The cards might show some Mini Stars or a special Dice Block—or perhaps nothing at all!

You get to flip over two of the cards after the Toad shuffles them up, so keep an eye on the one you want the most.

Mini Stars are always nice, but Slow Dice Blocks are among the best prizes you can receive from the Mushroom Kingdom's hospitable inhabitants.

Vine to the Sky

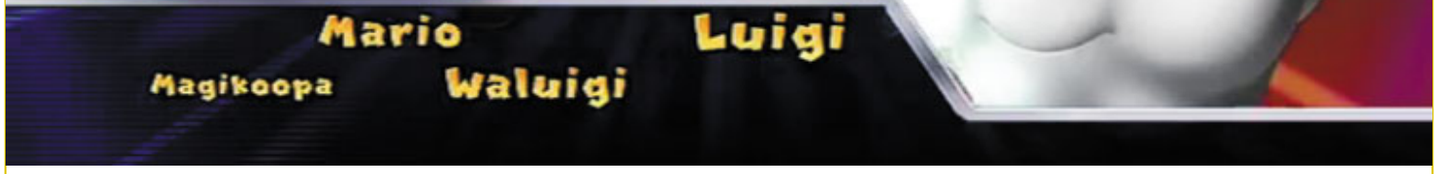
Going up!

Land on this special Lucky Space to climb up to the puffy clouds that drift lazily above Toad Road.

After climbing the vine, you get to hit a Dice Block and leap up the small clouds above, collecting two Mini Stars for each little cloud you leap to.

Roll high to score up to 12 Mini Stars from this special area!

Boss Battle: Lakitu



Arriving at a small fort in Toad Road's northern mountains, you're suddenly ambushed by Bowser's devious minion Lakitu. Beat this bad boss by battering him with blistering Bullet Bill barrages!

Your goal is simple: Just press 2 to jump up and hit the floating blocks whenever Bullet Bills appear on them.

This will cause one, two, or three Bullet Bills to fly out and blast Lakitu—the amount varies based on the number of Bullet Bills that are shown on the block when you hit it.

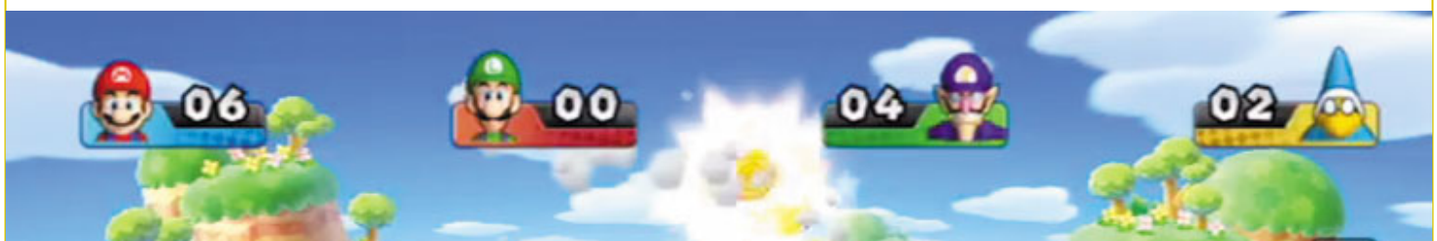
The more Bullet Bills on the block, the bigger the attack!

Caution

Don't hit the blocks when a Spiny appears on them, or you'll spawn a troublesome enemy!

Caution

Avoid falling off the edge of the grassy area, or you'll lose time waiting to respawn.



Each Bullet Bill causes a bit of damage to Lakitu, whose health is measured by a meter on the right.

You also earn one point each time you hit Lakitu. Your goal is to have the highest score at the end of the battle, so blast this bad boss early and often!

Caution

Steer clear of the roaming Spiny enemies that Lakitu hurls into play. You lose a precious point each time you bump into one!

Tip

Don’t wait too long for those valuable triple Bills—you won’t earn any points if a rival manages to run up and hit the block before you!

Lakitu becomes really angry after you blast half of his health away, and the boss throws a giant Spiny into play that's tough to avoid.

Worse, this hulking Spiny costs you two points when touched—not good!

Keep far away from the giant Spiny to preserve your precious points, and continue launching Bullet Bills at Lakitu until the boss finally goes down.

The player with the highest score at the battle's end wins the largest Mini Star prize!

Note

Three bonus points are awarded to the player who scores the final hit on Lakitu, and one extra Mini Star is given to the player who was captain when the boss battle began.

2

Broken Bridge

3

Yikes! Think they'll make it?

Uh-oh, the bridge is out! This must be the work of Bowser's mischievous cronies!

To cross this battered bridge, everyone in the vehicle must roll a Dice Block to rev up their engine.

A high enough total will send the group soaring over the bridge and onto the trail of sweet, sweet Mini Star Spaces beyond.

But beware: If the total is too low, then the entire group will plummet to the lower road, where a string of gnarly Mini Ztar Spaces lurk instead!

The more riders in the vehicle, the higher you must roll to boost across the bridge.

The captain rolls last and gets to use a special 1–10 Dice Block, which can help make up for other players' low rolls. Put the pedal to the metal and give it all you've got!

Cannon to Isle "9"

A special Captain Event automatically occurs when you reach this space, even if you don't land directly on it.

Try to be the captain when you get here—the captain always has the advantage during Captain Events!

Once you arrive, the entire group is launched from the cannon and sent sailing over to the nearby isle, which resembles the number 9. See the next section for details!

Isle “9” (Captain Event Area)
4

Whoever reaches the end of Isle “9” will win a whole bunch of Mini Stars!

There’s no avoiding visiting this special isle, but that’s okay—the place is packed with Mini Stars!

The current captain gets to decide the order in which each player will roll a Dice Block to move around the isle.

Each player gets only one roll, so it’s important to choose the turn order carefully.

You might think it best to roll last, and you may well be right—but those Dash Spaces can really mess up your plans!

Whoever lands on a Dash Space gets to roll again and keep moving, so it’s possible that the first player to roll may travel around the whole isle if they manage to land on multiple Dash Spaces along the way.

Luck plays a big role in determining who will win this event, but being the captain certainly helps!

Mini Ztar Warp Pipe

Oh, no: Mini Ztar Spaces!

Toad Road's lone Unlucky Space leads to a familiar underground cavern. But what's this?

The cavern doesn't sport Mini Star Spaces—these are Mini Ztar Spaces!

Hope that you roll low when you're unlucky enough to find yourself stuck down here—you don't want to lose too many of your hard-earned Mini Stars!

Toad Checkpoint

5

Heigh-ho, Toad!

You're approaching the end of Toad Road when you reach this spot, where a friendly Toad calls out to you from a nearby tree stump along the trail.

The Toad takes stock of everyone's current Mini Stars and gives a super-useful Slow Dice Block to the player who's in last place (the one with the lowest Mini Star total).

Put this glorious gift to good use if that's you, and struggle to make a comeback before it's too late!

Caution

Bowser also appears when you reach this checkpoint. He transforms several spaces that lie ahead into hazardous Bowser Spaces. Do your best to avoid these disastrous spots!

Star Isle Junction

6

Another fork in the road, eh? This one deserves some thought.

Going left will cause the next captain to run into that huge collection of Mini Ztars over there, and veering right is good if you've got lots of moves left—you might hit a smaller group of Mini Ztars, but it's better than the large bunch down the left path.

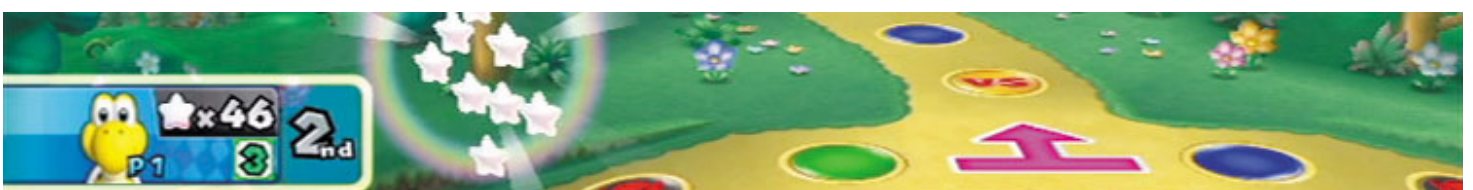
Both trails grant you a chance to land on a special Event Space that ferries you to the central Star Isle. See the next section for details!

Mushroom Pad to Star Isle

Land on one of the two Event Spaces that surround Star Isle, and you'll be catapulted onto the central isle itself! There are lots of Mini Stars to collect over there—see the next section for details!

Star Isle (Event Space Area)

7



This little isle has several Mini Star clusters, but you can only get here by landing on one of the Event Spaces that lie on the surrounding paths.

Once you bound over to Star Isle, you'll just keep running round in circles, nabbing oodles of sparkly Mini Stars.

The only way to leave this little island paradise is by landing on one of its Event Spaces—then you'll be sent back to the main path.

Boss Battle: Wriggler

What awaits you at the end of Toad Road? A huge, ill-tempered caterpillar named Wiggler!

Beat this final baddie to clear the board and bring home all of your hard-earned Mini Stars!

To damage Wiggler, simply jump with 2 and then press 2 again to come crashing down with a heavy ground-pound move.

Ground-pound Wiggler's various segments to harm the boss and score points.

You earn one point for ground-pounding Wiggler's plentiful purple segments and three points for ground-pounding the rare red segments.

Pound those red spots as often as possible to pad your point total!

Tip

Ground-pound your rivals to temporarily flatten them!

Caution

Beware of Piranha Plants that emerge from the ground. Don't get too close or they'll take a bite out of you—and your points! You lose one point each time a Piranha Plant chomps you, so keep away.

Wiggler repeatedly trucks through the arena, damaging any player who gets in the way.

Being walloped by Wiggler costs you a point, so avoid lingering in front of this rampaging boss!

After you've ground-pounded away half of Wiggler's health, the boss goes into full beast mode: Wiggler turns purple and starts to stomp around even faster!

Aiming for the red segment is tough at this stage, so just go for whatever segment is easiest to reach and keep those points trickling in.

Continue pounding away until you finally bring Wiggler's reckless run to an end.

Note

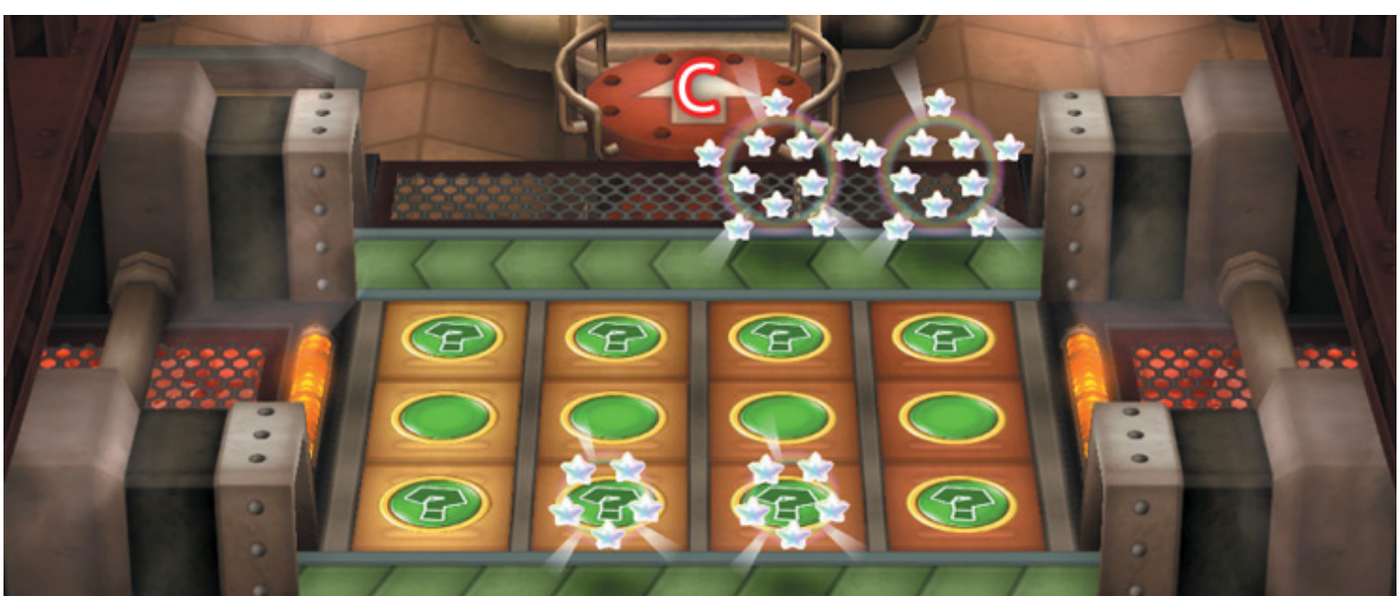
The player who scores the final attack on Wiggler earns three bonus points, which may help decide the battle's winner.

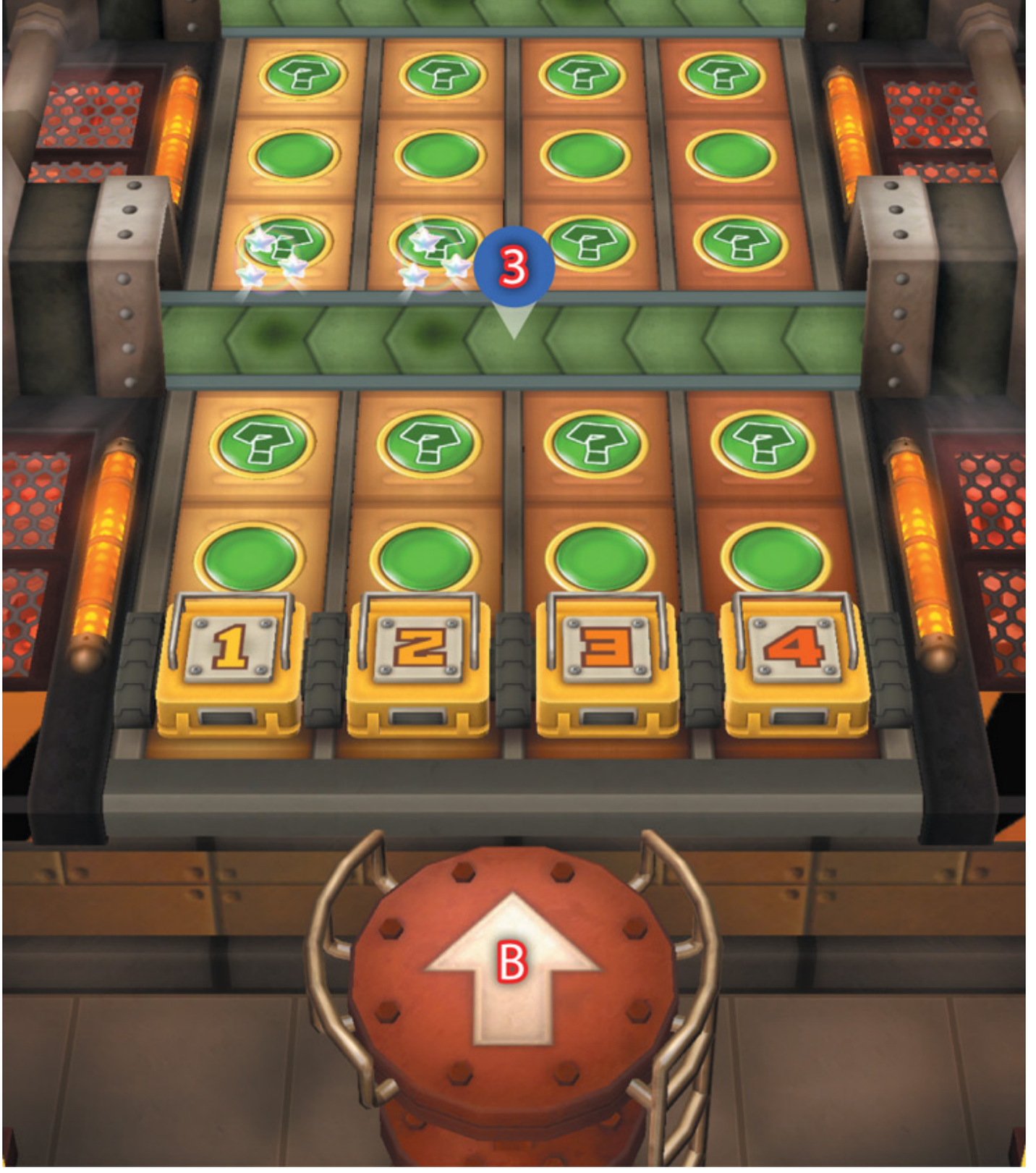
The player who was captain when the boss fight began is awarded three bonus Mini Stars at the battle's end.

8

Game Boards

Bob-omb Factory





Points of Interest

1. Boss Battle: Whomp
2. Bob-omb on Board
3. Conveyor Belt Way (Captain Event Area)
4. Toad Checkpoint
5. Boss Battle: King Bob-omb

Special Spaces

- 1 Mini Star Warp Pipe
- 2 Toad House
- 1 Mini Ztar Warp Pipe
- 1 Conveyor Belt Activator
- 2 Sliding Platform
- 1 Platform to Captain Event

Space Breakdown

- Green Spaces (23)
- Dice Block Spaces (33)
- Lucky Spaces (4)
- Unlucky Spaces (2)
- Event Spaces (29)
- Shuffle Spaces (9)
- Dash Spaces (1)
- Back Spaces (4)
- Spin Spaces (5)
- Bowser Spaces (1)
- Captain Event Spaces (1)
- Boss Battle Spaces (2)
- Free-for-All Minigame Spaces (8)
- 1-vs.-Rivals Minigame Spaces (4)
- Bowser Jr. Minigame Spaces (4)
- Battle Minigame Spaces (5)

Mini Stars and Ztars

- Mini Stars (126)
- Mini Ztars (22)

Points of Interest	Special Spaces	
1	Boss Battle: Whomp	Mini Star Warp Pipe
2	Bob-omb on Board	Toad House
3	Conveyor Belt Way (Captain Event Area)	Mini Ztar Warp Pipe
4	Toad Checkpoint	Conveyor Belt Activator
5	Boss Battle: King Bob-omb	Sliding Platform
		Platform to Captain Event

Space Breakdown			
	Green Spaces (23)		Spin Spaces (5)
	Dice Block Spaces (33)		Bowser Spaces (1)
	Lucky Spaces (4)		Captain Event Spaces (1)
	Unlucky Spaces (2)		Boss Battle Spaces (2)
	Event Spaces (29)		Free-for-All Minigame Spaces (8)
	Shuffle Spaces (9)		1-vs.-Rivals Minigame Spaces (4)
	Dash Spaces (1)		Bowser Jr. Minigame Spaces (4)
	Back Spaces (4)		Battle Minigame Spaces (5)

Mini Stars and Ztars			
	Mini Stars (126)		Mini Ztars (22)

Board Overview

The clink-clank of heavy machinery can be heard all throughout the bustling Bob-omb Factory.

Here, an endless army of volatile Bob-ombs are mass-produced for Bowser, and production never stops!

This good-sized board features four separate areas that you visit in turn. Each area is relatively small and sports an array of conveyor belts and sliding platforms that can suddenly move you forward or backward.

Landing on the many Event Spaces in Bob-omb Factory will activate its belts and platforms, and you never know what might happen as a result!

Beware of wayward Bob-ombs here—they've been known to hitch rides on the hoods of passing vehicles.

You don't want to be sitting up front when one of these explosive windups blows!

Bob-omb Factory is one of the more unpredictable boards in Mario Party 9, so grab your hard hat and buckle in for a wild ride.

Bob-omb Factory Tour

Conveyor Belt Activator

Our tour begins in Bob-omb Factory's first area. Landing on any of the five special Event Spaces that lie along this area's snaking path will cause the lower conveyor belt to rotate clockwise.

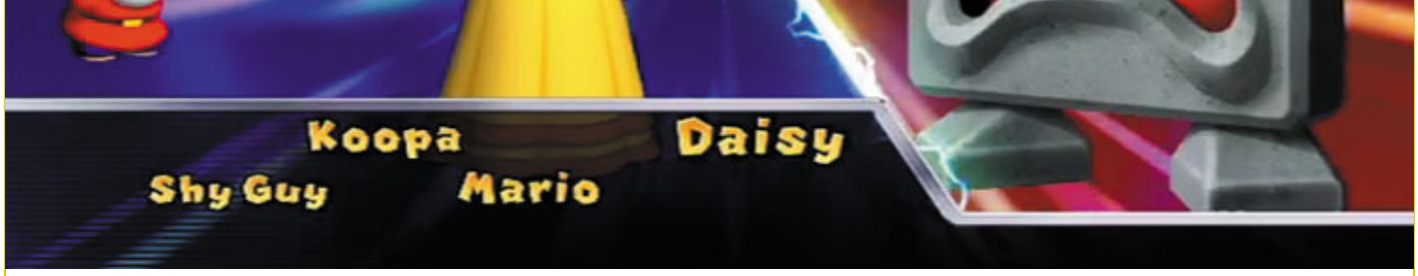
This shifts all of the metal spaces around and may cause you to advance along the path faster than normal—or you may end up sliding backward!

Mini Stars also hover above the conveyor belt, so there's always a chance of collecting some as a bonus.

Caution

Watch out for the lone lump of Mini Ztars on the conveyor belt—you don't want to collect those awful things by accident!

Boss Battle: Whomp



It's not long before you encounter Bob-omb Factory's first boss: a big blockhead named Whomp! This block-shaped brute awaits you at the small fort that stands near the end of the factory's first area, and he won't let you venture any farther without a fight.

In this unique boss battle, each player must choose how many turns they wish to move around the central platform.

Hold the Wii Remote vertically and press right to move one turn, or press left to remain stationary. The idea is to pick a number that won't cause you to wind up underneath the background space, upon which Whomp comes crashing down after each turn.

This is easier said than done, because you never know how many turns the platform will take. Everyone's choice is a secret!

When playing with four players, one unlucky soul will always wind up next to Whomp. This poor fellow is in for a nasty smashing!

Each time Whomp comes crashing down on a player, they lose one point. Think about what your rivals might be picking and try not to end up under Whomp!

The remaining players who were not crushed by Whomp have a chance to score some points. Whomp falls face-first when he slams the ground, leaving his back exposed.

Hurry and ground-pound him by pressing 2 to jump and 2 again in midair! Each successful ground-pound earns you three points, making this a high-scoring contest.

Note

The player who lands on the left space will have the least amount of time to ground-pound Whomp, while the player who lands on the right space has the most time. Don't wait for rivals to climb onto Whomp's back—start ground-pounding the moment you hop up there!

Tip

Hammer 2 as fast as you can to perform short ground-pounds that take less time. You can ground-pound Whomp up to four times if you're quick!

Eventually, Whomp will become irate and slam the center of the platform, increasing the turn count before anyone can choose how many turns they wish to move.

Keep this in mind and continue to outthink your rivals in an effort to avoid being pancaked.

Note

The player who scores the final ground-pound on Whomp is awarded three bonus points at the end of the battle, while the player who was captain going into the event receives one bonus Mini Star.

1

Bob-omb on Board

2

Oof! Blast those pesky Bob-ombs!

The action ramps up when you reach Bob-omb Factory's second area.

As you pass by the Bob-omb signpost near the start of this long stretch, a Bob-omb drops from above and lands on the hood of your vehicle.

Not good! A number appears above the Bob-omb, and this number decreases with each space that your vehicle travels.

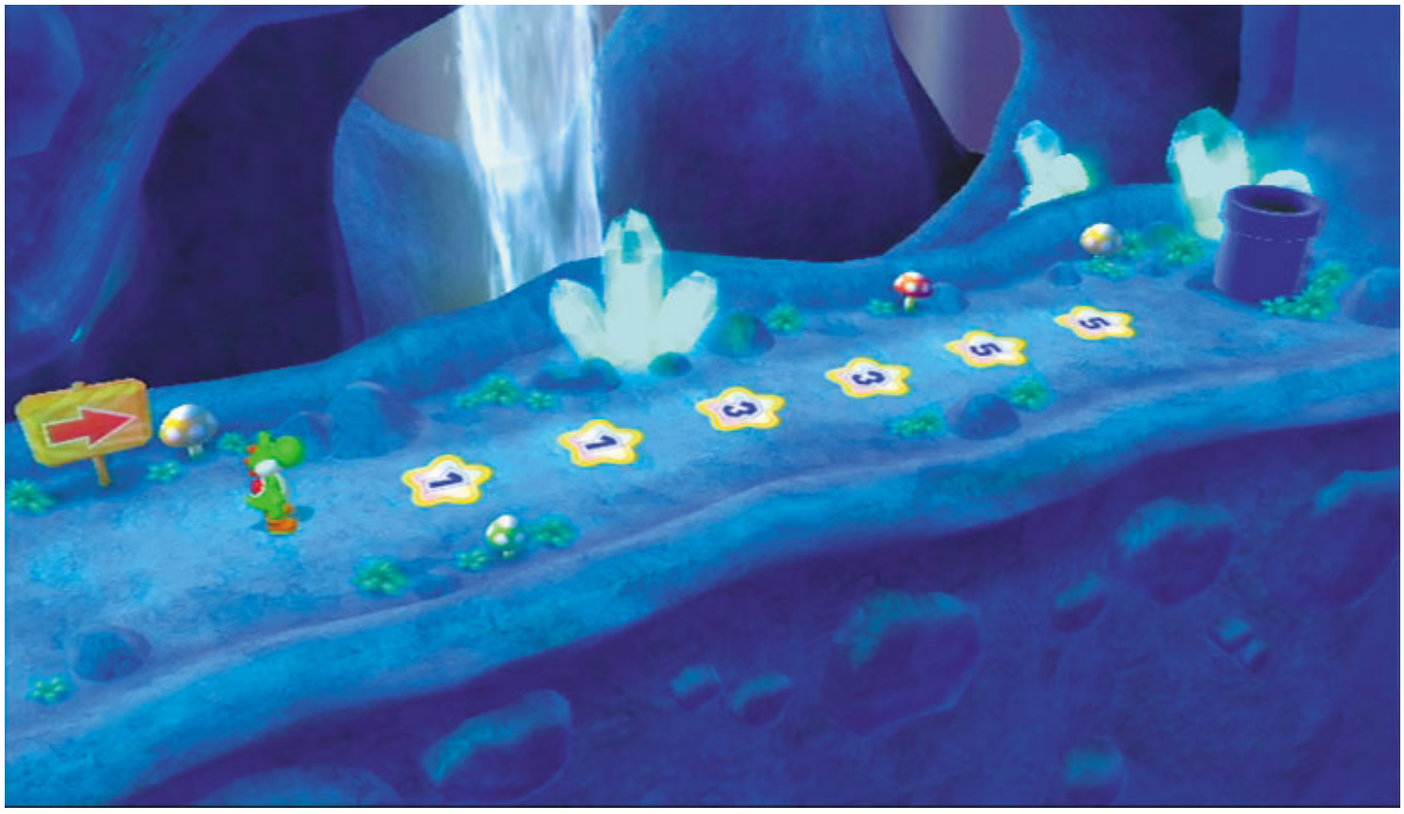
The Bob-omb explodes when the number reaches zero, blasting away a whopping half of the current captain's Mini Stars!

Do your best to roll low when you've got a Bob-omb stuck to your ride.

Tip

Save special Dice Blocks such as the Slow Dice Block, 0-1 Dice Block, and the 1-2-3 Dice Block for times when you need to roll low to avoid setting off a Bob-omb.

Mini Star Warp Pipe



Here's hoping you roll high!

Do these special spaces look familiar? You saw them at Toad Road!

Land on Lucky Spaces as you travel the second area's background path for a chance to visit a secret underground area where you can collect bonus Mini Stars from a short trail.

Between these and the Toad houses that you find along the background path, it's best to keep to this route!

There are also lots of Mini Stars floating around up here, along with Back Spaces that can help you collect those Mini Stars multiple times by repeatedly passing through them.

Mini Ztar Warp Pipe

Drat! There go some Mini Stars!

On the other hand, the second area's foreground path is lined with hazards, including hovering clusters of Mini Ztars and two Unlucky Spaces that can land you in an unfortunate underground area.

A stretch of Mini Ztar Spaces await you down here, just like the unlucky warp pipe back at Toad Road. Hold your breath and hope you roll low!

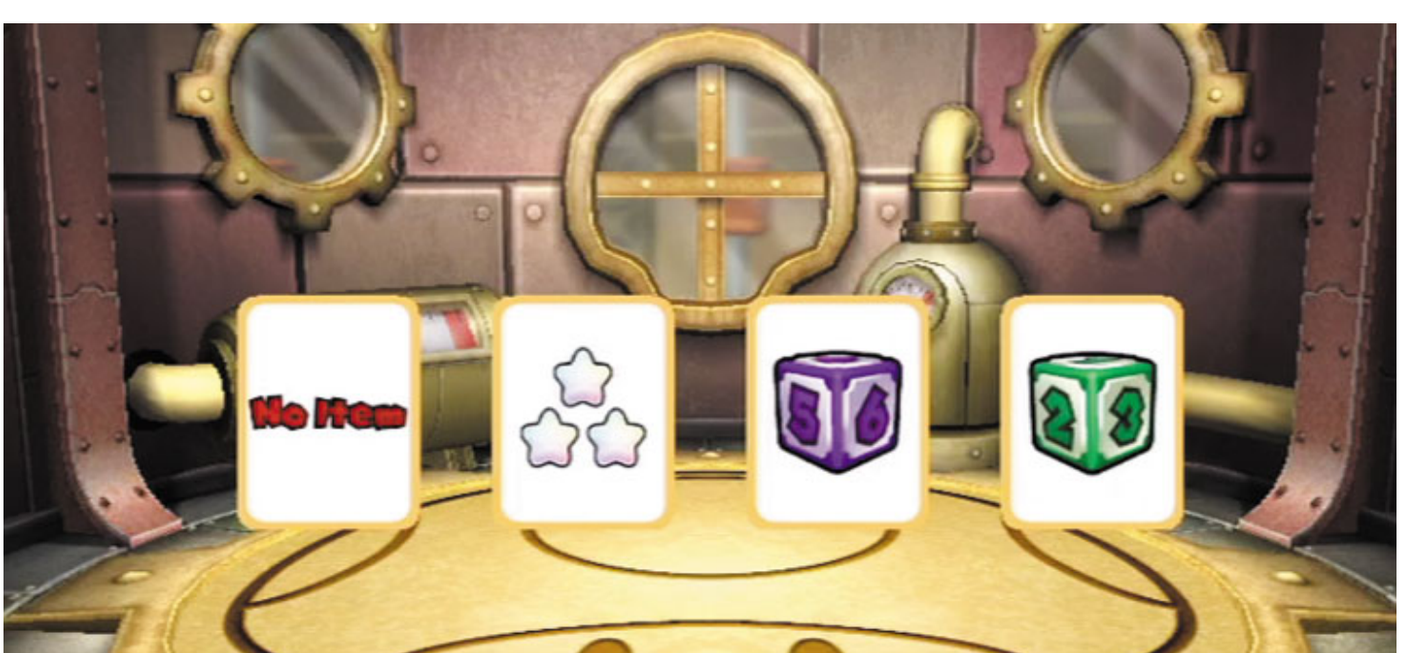
Sliding Platform

The Event Spaces found in Bob-omb Factory's second area activate sliding platforms that ferry you between its two paths.

Of course, these spaces only work when you land on them, meaning your turn will be over after you reach the new trail; therefore, it's best to avoid landing on Event Spaces when traveling along the foreground path, because this will set up your rivals to score big along the background path.

Instead, try landing on the Event Spaces when you're traversing the background path to zip to the foreground and force the next captain to face numerous hazards.

Toad House



How do these poor Toads sleep with all this factory's racket?

Mushroom-shaped huts can mean only one thing: Toads must live here! The second area's background path features two Lucky Spaces that lead to humble Toad abodes, further adding to the path's appeal.

Try landing on these special spaces for a chance to score some super-helpful Dice Blocks or Mini Stars from the resident Toads.

Platform to Captain Event

Try to be the captain when you reach the second area's final space—the next area is home to a Captain Event, and captains always have the advantage during these exciting challenges!

See the next section for details on this special Captain Event.

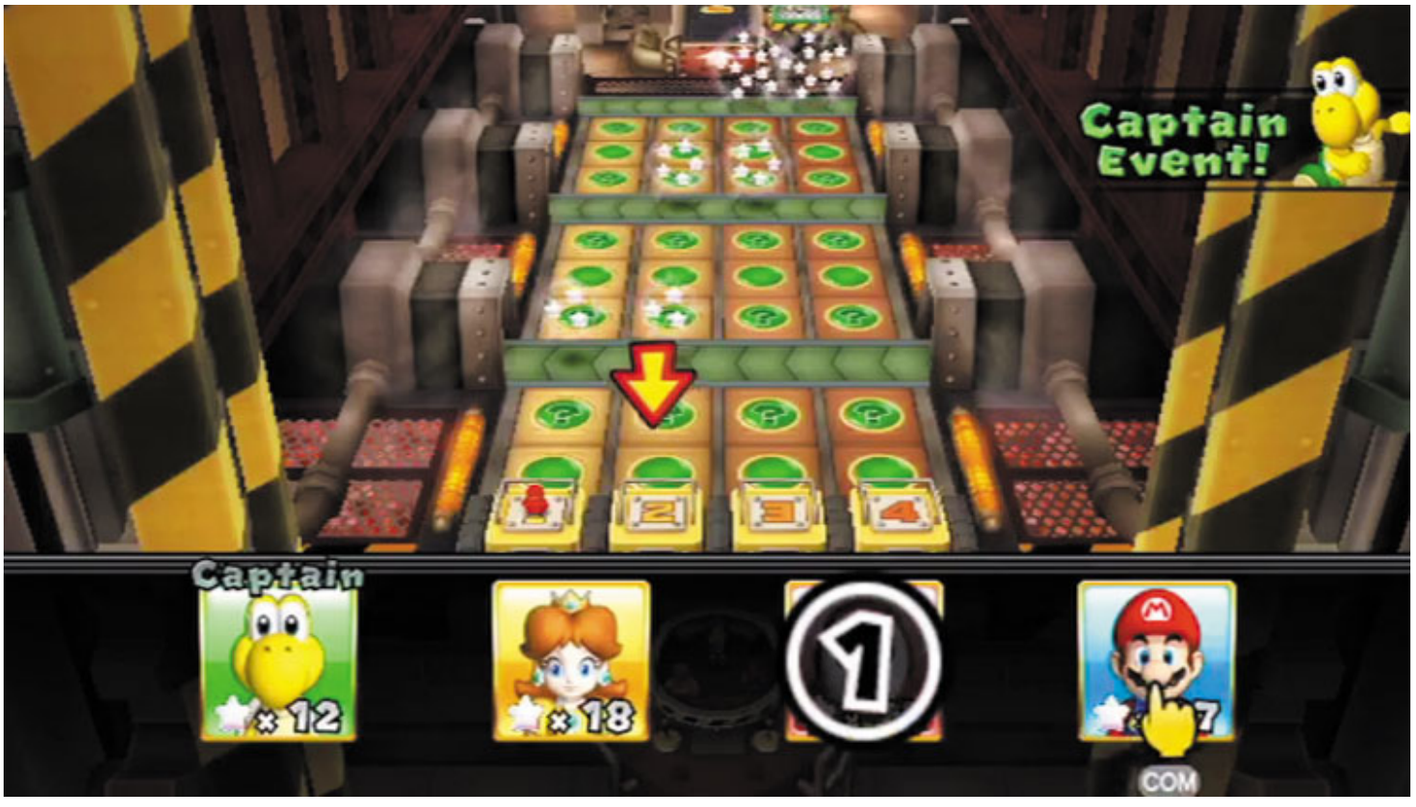
Conveyor Belt Way (Captain Event Area)

Shoot for the stars!

The factory's third area is home to a special Captain Event. Here, all four players split up and take turns hitting a normal Dice Block.

The players then move forward along their separate paths. Landing on an Event Space causes the conveyor belts to activate, sliding all of the Mini Stars one space over to the left.

Try to score as many Mini Stars as you can from this hazard-free zone!



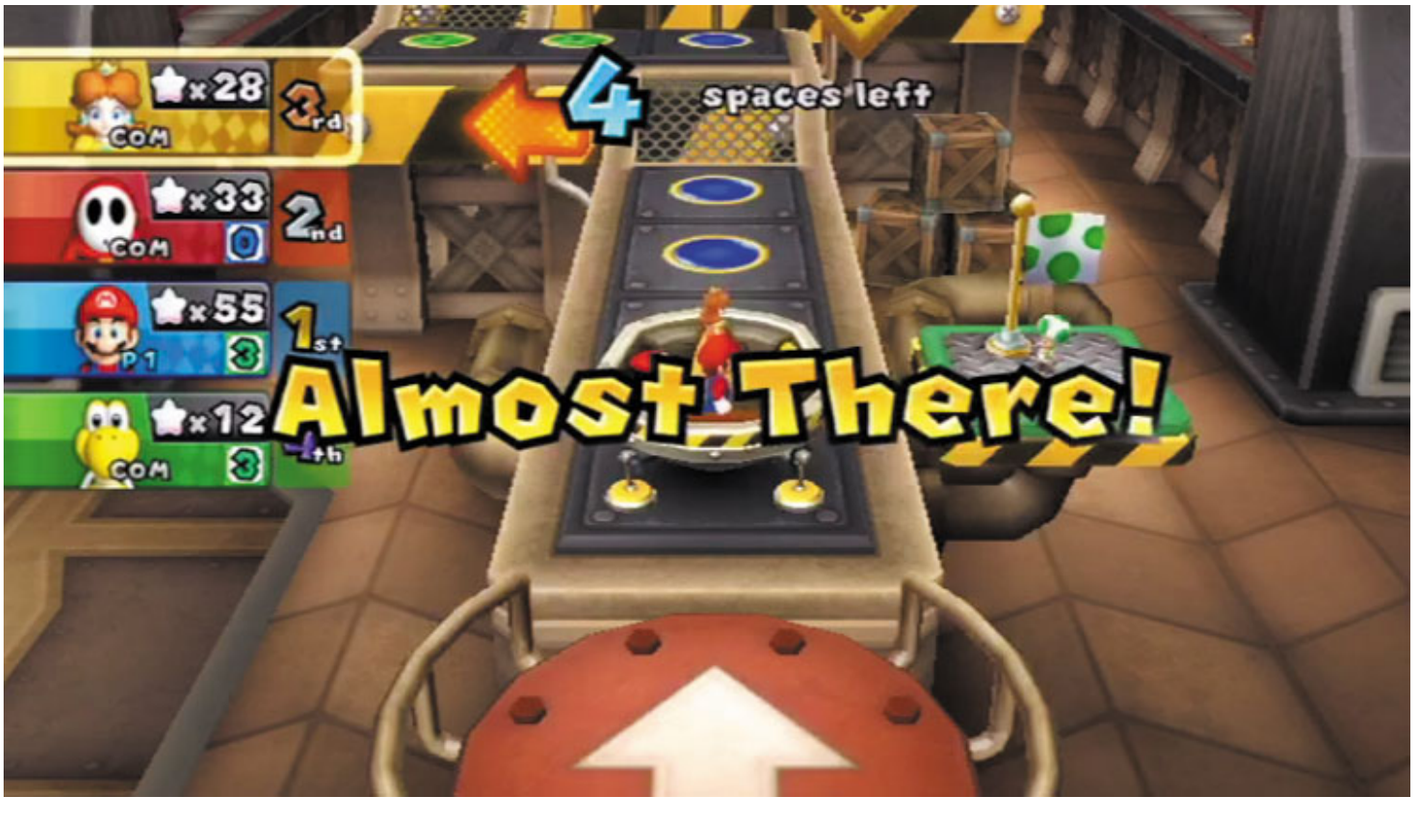
The captain for this event gets to choose which path each character will travel down. Consider the floating Mini Stars that lie ahead and choose the path you think will take you to the big bunches at the end.

Remember: All of the Mini Stars will move to the left if anyone lands on an Event Space here, so they aren't likely to stay where you see them.

We favor paths 1 and 2, expecting that the Mini Stars will shift at least once during the trip, and possibly more.

Toad Checkpoint

4



Your tour of Bob-omb Factory is nearly over once you reach this final area. We hope you've enjoyed the ride!

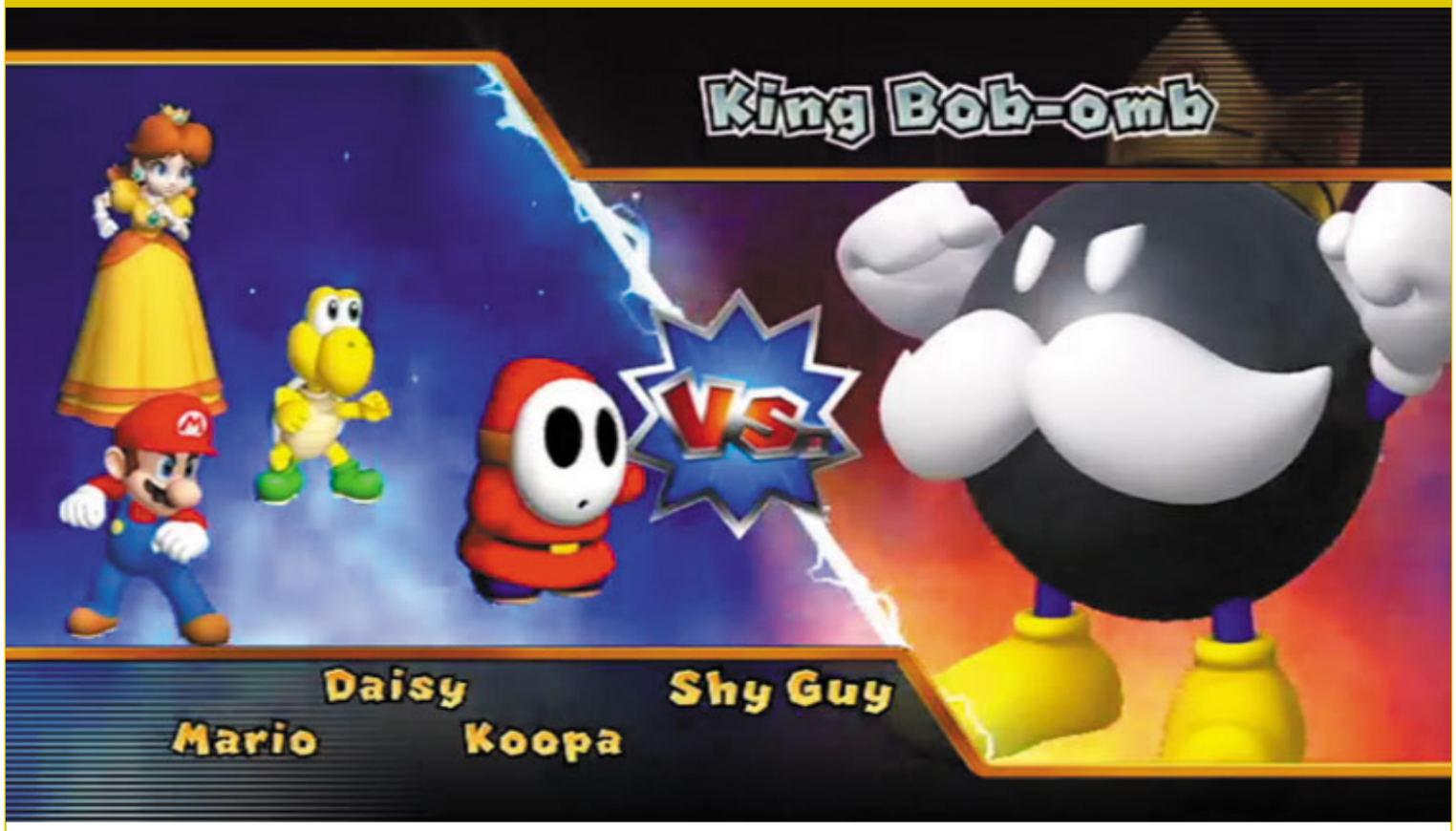
A helpful Toad calls out to you from a nearby platform and takes a peek at everyone's Mini Stars.

This Toad has a soft spot for the underdog and hands the player with the fewest Mini Stars a precious Slow Dice Block. This is sure to be useful during the factory's final treacherous stretch!

Caution

Bowser also appears when you reach Bob-omb Factory's final area and zaps several spaces that lie ahead, transforming them into treacherous Bowser Spaces. Don't land on any of these if you can help it!

Boss Battle: King Bob-omb



Naturally, none other than King Bob-omb himself awaits you at the end of Bob-omb Factory. Time to give this nasty factory foreman his walking papers!

Like the boss battle against Whomp, this event is much like a guessing game. Four bombs of varying sizes are presented to the players each turn. Secretly select a bomb by pressing the corresponding button on your Wii Remote. Your rivals will do the same!

After all four players have made their choice, their characters automatically rush toward the bomb they've chosen.

Throw bombs in order from left to right, unless two or more players picked the same bomb. Whenever this happens, those players will collide on their way to the bomb, and none of them will get to throw it!

Don't always go for the biggest bomb in the batch or you may never get a chance to score.

Note

Bigger bombs do more damage to King Bob-omb and will also earn you more points. There are small, medium, and large bombs, and they're worth one, two, and three points, respectively.

Caution

When fewer than four players are fighting against King Bob-omb, the boss will sometimes randomly toss away a bomb before anyone can get to it. Jerk!"

Like other bosses, King Bob-omb doesn't take kindly to having half of his health blasted away. Now each turn, the bulbous boss will toss bombs at anyone who fails to blast him with a bomb! Being bombed by the king costs you one point, so pick your bombs wisely from this point forward.

You may want to play it safe and go for the smallest bombs, which are often overlooked.

Tip

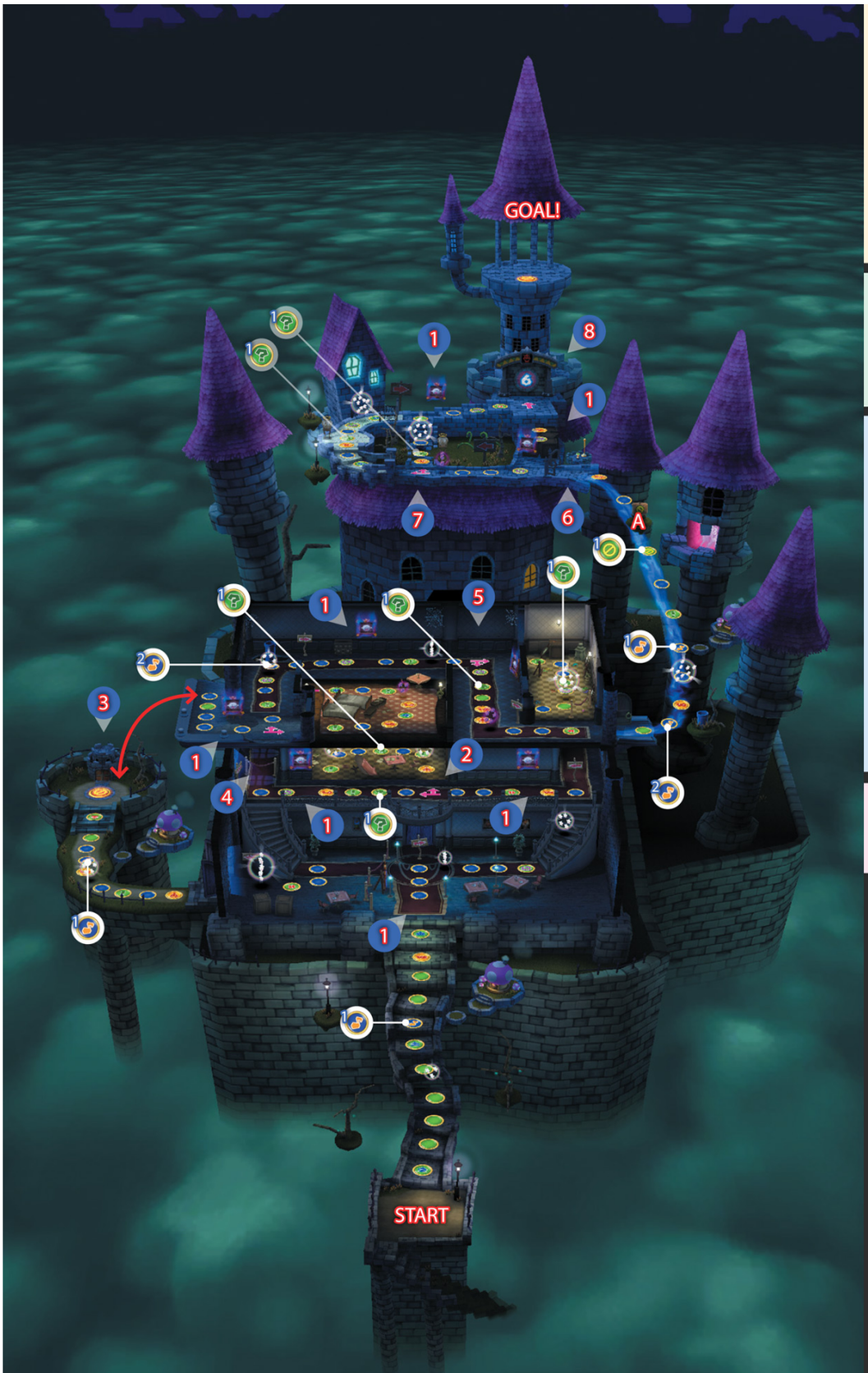
Throw the bomb on the far left when King Bob-omb is near defeat. It'll strike the boss first, giving you a better chance of scoring the final attack bonus!

Note

As usual, the player who scores the final attack against King Bob-omb is awarded three bonus points, while the player who was the captain going into the event receives two extra Mini Stars. Hey, every little bit helps!

Game Boards

Boo's Horror Castle



Points of Interest

1. Boo Portrait
2. Bright Room Junction 1
3. Boss Battle: Dry Bones
4. Bright Room Junction 2
5. Bright Room Junction 3
6. Toad Checkpoint
7. Garden Junction
8. Gate "6"
9. Boss Battle: King Boo

Special Spaces

- Toad House
- Mini Star Warp Pipe
- Warp Jar
- Scaredy Rat Race

Space Breakdown

- Green Spaces (12)
- Dice Block Spaces (52)
- Lucky Spaces (5)
- Event Spaces (6)
- Shuffle Spaces (6)
- Dash Spaces (7)
- Back Spaces (5)
- Spin Spaces (10)
- Captain Event Spaces (1)
- Boss Battle Spaces (2)
- Free-for-All Minigame Spaces (8)
- 1-vs.-Rivals Minigame Spaces (3)
- Bowser Jr. Minigame Spaces (2)

Mini Stars and Ztars

- Mini Stars (76)
- Mini Ztars (13)

Points of Interest	Special Spaces		
1	Boo Portrait		Toad House
2	Bright Room Junction 1		Mini Star Warp Pipe
3	Boss Battle: Dry Bones		Warp Jar
4	Bright Room Junction 2		Scaredy Rat Race
5	Bright Room Junction 3		
6	Toad Checkpoint		
7	Garden Junction		
8	Gate “6”		
9	Boss Battle: King Boo		

Space Breakdown			
	Green Spaces (12)		Spin Spaces (10)
	Dice Block Spaces (52)		Captain Event Spaces (1)
	Lucky Spaces (5)		Boss Battle Spaces (2)
	Event Spaces (6)		Free-for-All Minigame Spaces (8)
	Shuffle Spaces (6)		1-vs.-Rivals Minigame Spaces (3)
	Dash Spaces (7)		Bowser Jr. Minigame Spaces (2)
	Back Spaces (5)		

Mini Stars and Ztars			
	Mini Stars (76)		Mini Ztars (13)

Board Overview

Easily the most imposing board in Mario Party 9, Boo's Horror Castle brims with mischief and mystery.

This isn't exactly the kind of place you'd want to vacation at, but nothing will stop a true superstar from collecting all those lost Mini Stars!

Boo's Horror Castle is a large board with lots of secret rooms and unusual towers to explore. As you brave this menacing manor's creaky corridors, Boos will often pop out of oily portraits to scare the living daylights out of you.

If a Boo manages to catch you, it'll snatch away half of your hard-earned Mini Stars! Fortunately, Boo's Horror Castle sports a few well-lit rooms where Boos can't venture.

Special warp jars are also located around the castle, and these can suck you up and spit you out in unexpected locations!

Due to its size and fickle nature, Boo's Horror Castle isn't the best board to play if you're trying to score lots of Mini Stars—but you can't beat that creepy atmosphere!

Boo's Horror Castle Tour

Toad House

These Toads aren't afraid of anything!

Boo's Horror Castle certainly is a scary place, but there are a few brave souls about—namely, Toads! Landing on certain Lucky Spaces around the castle lets you pop in and visit with a sociable Toad inside his abode.

The Toad will show you four cards. Keep an eye on the one whose item you want the most and watch as the cards are shuffled around. Can you remember which one is which?

Boo Portrait
1

Boo-hoo! There go all those Mini Stars!

Ever get the feeling that an old painting might be watching you? Well, at Boo's Horror Castle, they really are!

Passing by one of the many Boo portraits around the manor causes a creepy Boo to materialize behind you.

Boos move three spaces each turn, and they'll steal away half of the current captain's Mini Stars if they manage to catch up!

Use special Dice Blocks such as the Slow Dice Block, 1-10 Dice Block, and 4-5-6 Dice Block to help you keep ahead of these greedy ghosts.

Note

Spaces that a Boo will move each turn are surrounded by a special red "Boo" boarder. Make sure you don't end up on any of these!

Bright Room Junction 1

It's a well-known fact that Boos don't like the light. If you fear a Boo is about to catch you, try ducking into a well-lit room such as this one here.

This slight detour is also profitable, because there are several Mini Stars to grab inside!

Warp Jar

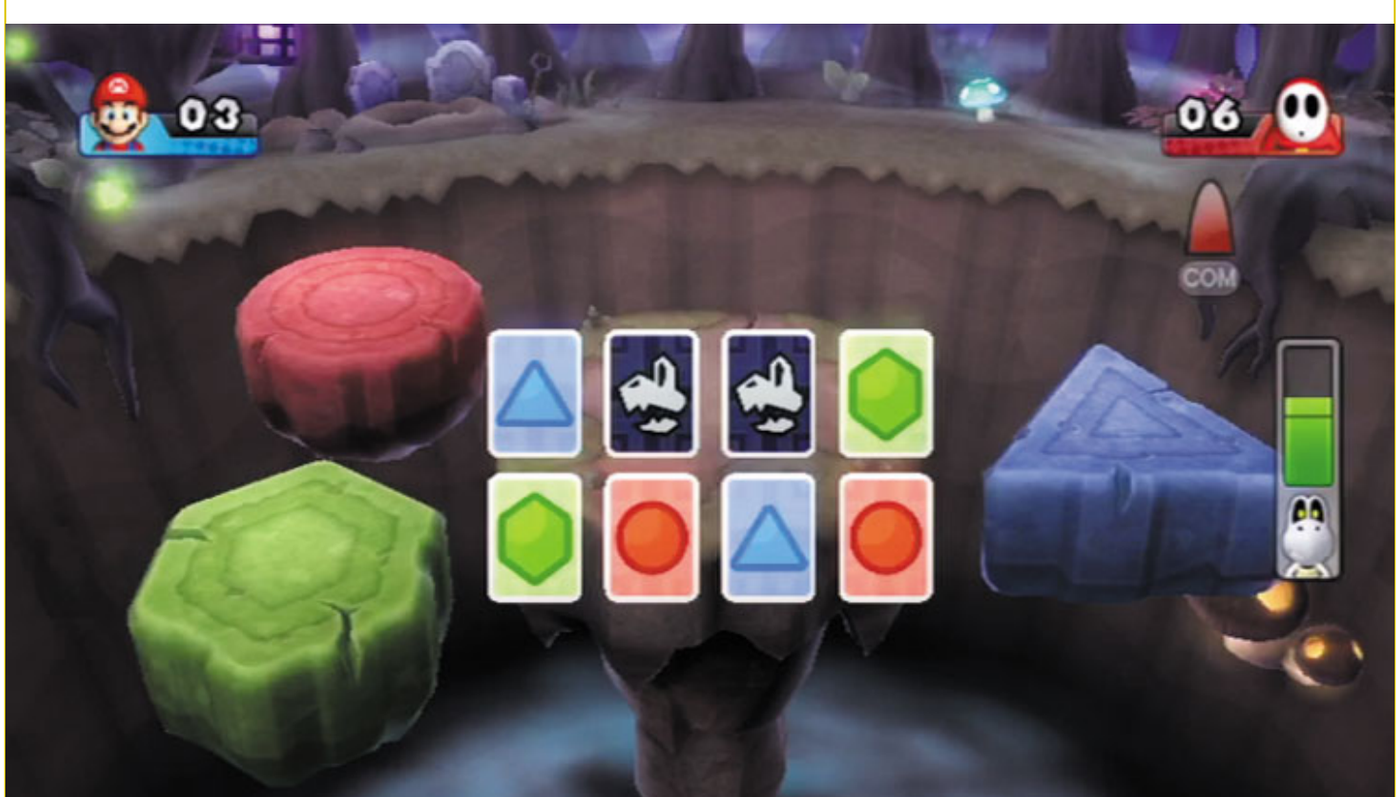
This castle is really warped!

Landing on the various Event Spaces around Boo's Horror Castle causes your whole vehicle to be sucked into a nearby vase. Wild!

You then materialize out of another nearby vase, none the worse for wear. These unique warp jars can help you avoid pursuing Boos and cause you to cut around the castle in interesting ways.

Boss Battle: Dry Bones

Which freaky fiend might you find at the fort outside of Boo's Horror Castle? It's that creepy deceased Koopa, Dry Bones!



This boss battle plays out much like a memory game. Several cards are shown faceup for a brief moment before they're all turned facedown. Try to remember the symbols on each card!

Dry Bones arrives moments later, landing on one of the colored platforms to the side. Notice where he lands, then quickly point your Wii Remote at the card you believe matches his platform's color and shape, and press 3 to select it.

You've got to be quick or your rivals might choose the card before you!

Guessing right wins you three points and causes Dry Bones to suffer damage. More and more cards are presented as the battle wears on, along with more types of Dry Bones platforms, making matters increasingly difficult.

Worse, certain cards will sport Dry Bones logos—don't pick these or the fiend will toss a bone at you, knocking away one of your points!

Dry Bones may seem like a pushover at first, but he really cranks up the challenge after you cut down half his health.

Now Dry Bones will shuffle the cards after they've been flipped facedown, making it tough to remember which cards were where! Do your best to pick cards that match Dry Bones's platform until you at last bury this bothersome baddy.

Note

Scoring the final attack against Dry Bones earns you three bonus points heading into the final tally. Also, the player who was the captain when this battle began receives some extra Mini Stars at the end of the fight as a special bonus.

3

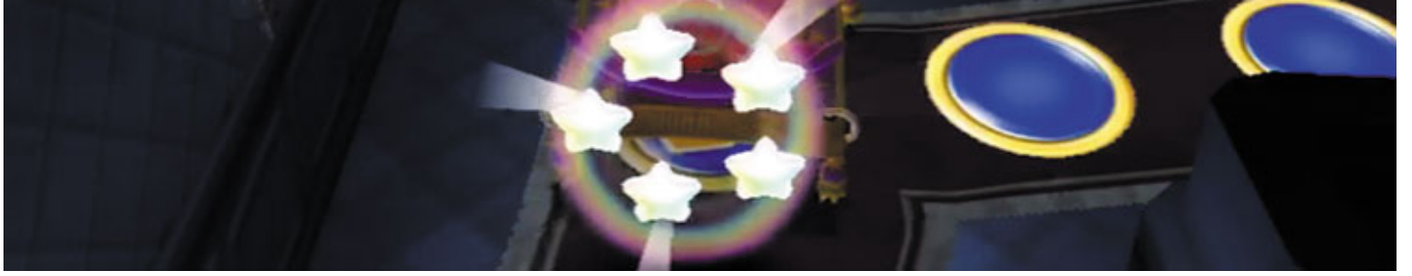
Bright Room Junction 2

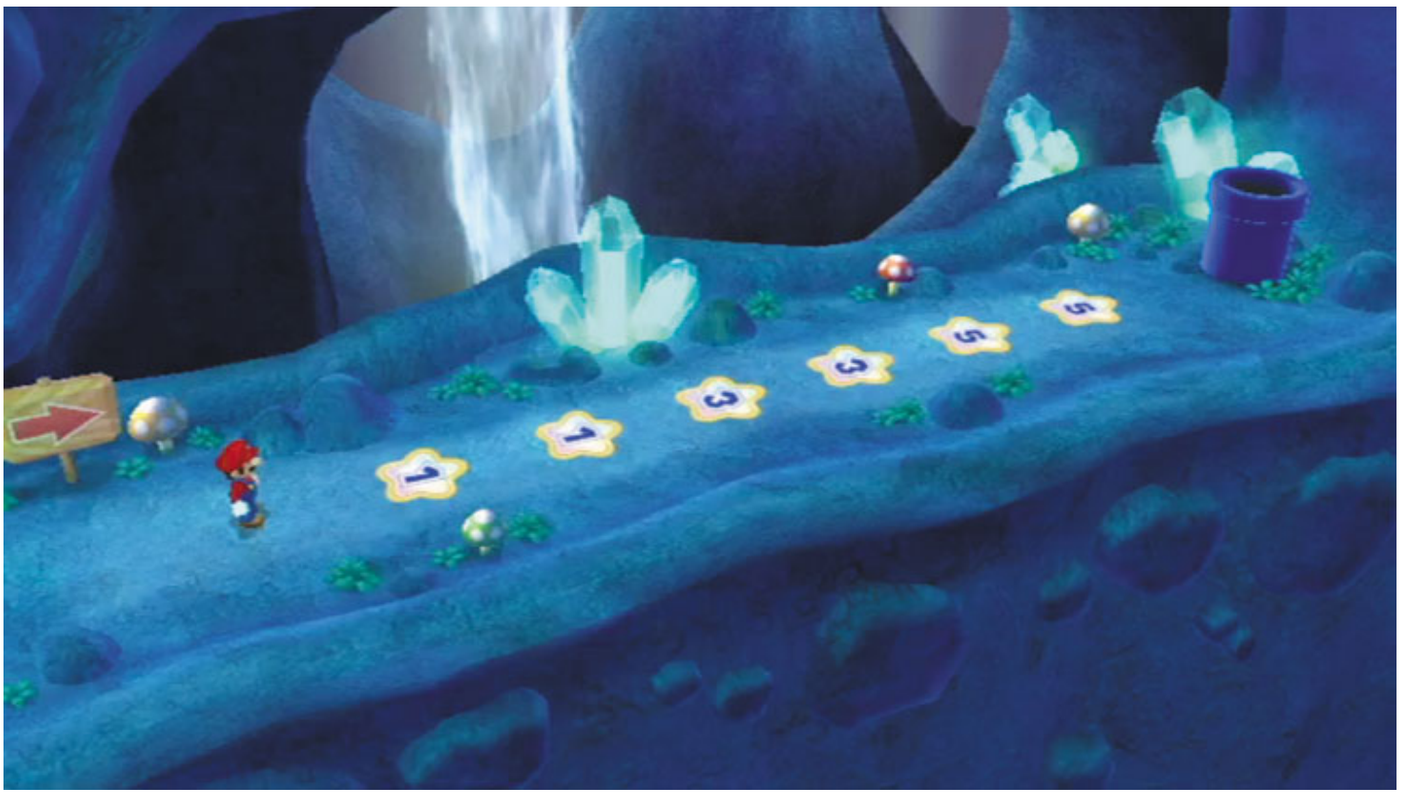
4

You've another chance to give pursuing Boos the slip by entering this second illuminated chamber. Careful, though: sinister Mini Ztars are floating around in there!

Mini Star Warp Pipe

4

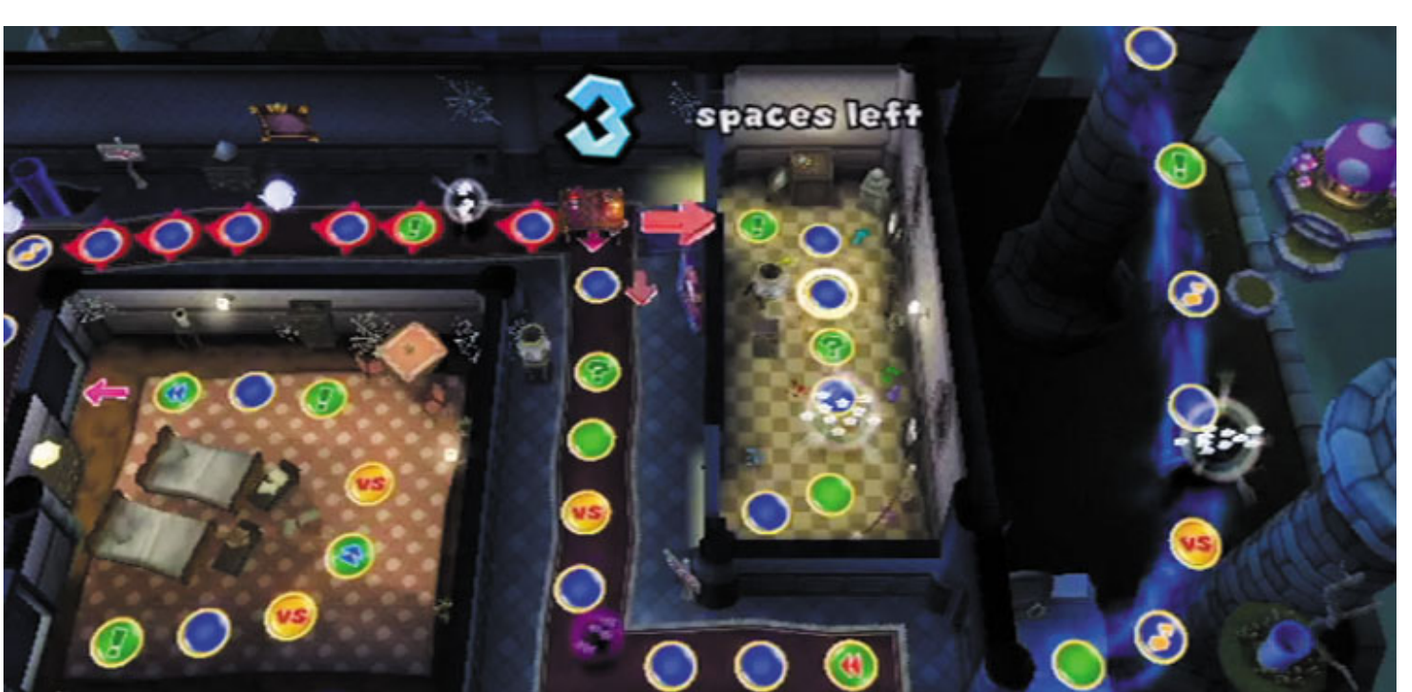




Nothing wrong with this old castle's plumbing!

Once you reach the upper floors of Boo's Horror Castle, you begin to see Lucky Spaces that lie beside blue warp pipes. Land on one of these special spaces to take a familiar trip to a secret cavern that's filled with Mini Star Spaces!

Bright Room Junction 3



What's this? Another bright room! And just look at all the Mini Stars in there! Take a trip through this small chamber if you like, but only if it won't set your rivals up to collect those floating sparklies.

Scaredy Rat Race

Take that, you dirty rat!

As you near the castle's apex, a mysterious tower catches your eye. Drifting inside is a devious Scaredy Rat that suddenly takes off with some of each player's Mini Stars!

The Scaredy Rat races down the long hall by rolling a 1-2-3 Dice Block, while each player gets to roll a normal Dice Block in pursuit.

The captain determines the turn order for the players, and the Scaredy Rat moves after each player's roll. Whoever catches the Scaredy Rat gets to keep all of the Mini Stars that were stolen!

Tip

As captain, consider how far away the Scaredy Rat is before choosing who will roll. And don't forget to take those Dash Spaces into account!

Toad Checkpoint

6

Upon reaching the garden found atop Boo's Horror Castle, you're suddenly called by a spectating Toad. The little guy hands a precious Slow Dice Block to the player with the fewest amount of Mini Stars, giving that player a chance to rebound from the brink of defeat!

However, Bowser also appears when you reach this quiet site and uses his vile powers to transform a bunch of upcoming spaces into hazardous Bowser Spaces. Looks like things are about to get pretty interesting up here!

Garden Junction

7

You're close to the end, my friend, but which way should you go? Cutting upward quickly leads you toward the final showdown against the castle's big boss, while continuing along to the left will have you taking the scenic route.

Both paths feature equal numbers of Mini Stars, so simply consider the turn order when making your decision and how many spaces you've left to move.

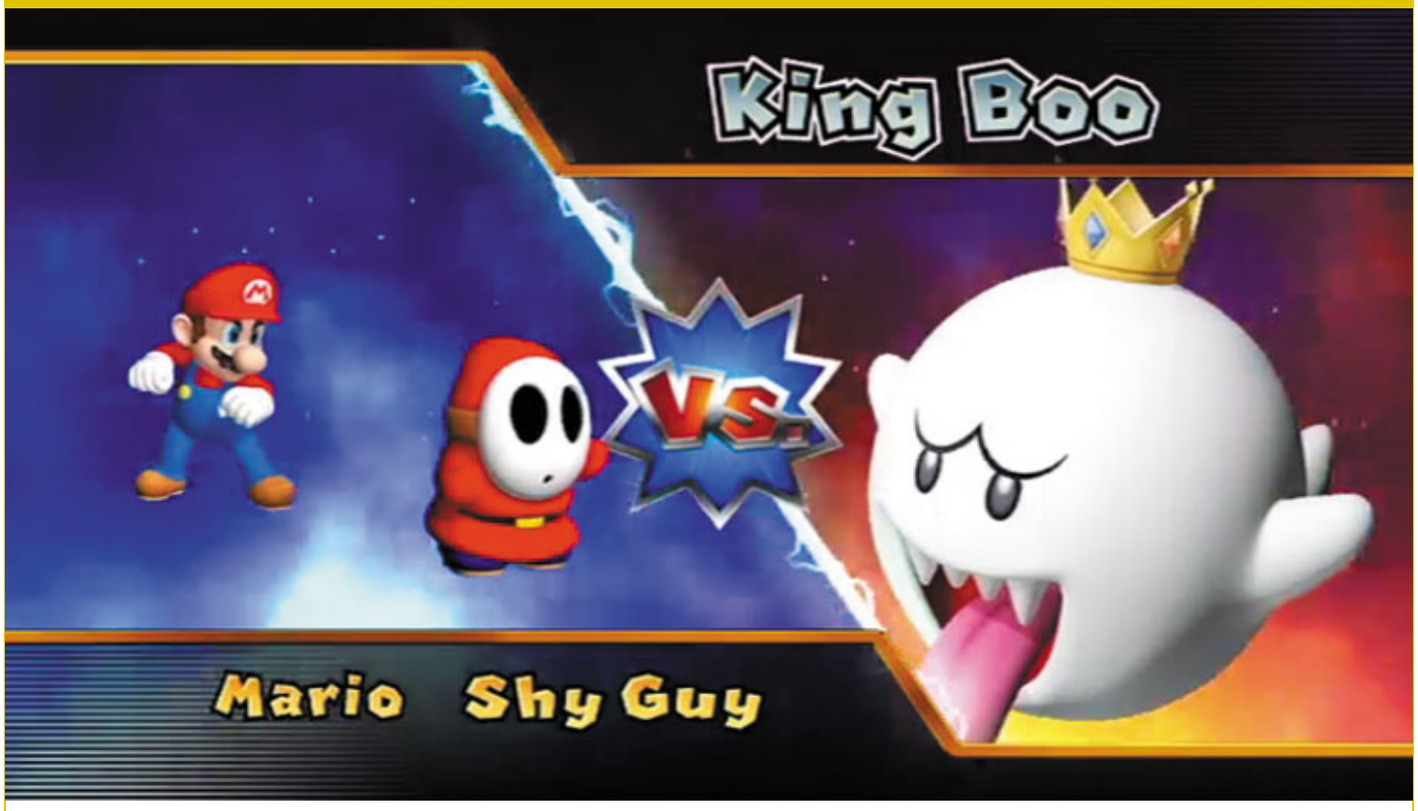
Gate "6"
8

Oh no! The Bowser Gate has been sealed off, and only the roll of the Dice Block can get you past! You can't advance to the final battle until one player manages to roll a six on a normal Dice Block.

Failing to roll a six forces you to loop around the garden again, but the next time you reach the gate, you'll only need to roll a four or higher to get past.

Miss this again, and you'll need to make another trek through the garden, but the gate will only require you to roll a two or higher from this point forward.

Boss Battle: King Boo



It's no secret who you'll face atop the castle's highest tower: the biggest Boo of them all, King Boo!

In this frantic boss battle, you must damage King Boo by connecting three or more of the same type of item across a wide playing grid.

Hold the Wii Remote sideways and press 2 to select an item, then press any direction to slide the item to a neighboring space, trading places with another item.

Whenever you manage to connect three or more items in a straight line (not diagonally), you'll deal damage to King Boo!

Note

There are five different types of items: blue and red Fire Flowers, red and green Koopa Shells, and those almighty lightning bolts.

All items inflict the same amount of damage to King Boo except lightning bolts, which deal significant extra damage and also deduct some points from all of your rivals.

Connecting lines of four or more is also worthy of bonus points, but don't get too fancy—just do your best to keep those points rolling in by scoring as often as you can!

Note

Theres no penalty for making a move that doesn't damage King Boo, so keep shifting items around until you make something happen!

King Boo throws a royal fit after you lop off half of his health. Now regular Boos will start chasing your cursor around the screen, freezing it in place whenever they manage to catch up.

Quickly shake the Wii Remote to break free of a Boo's grip, then get back to beating on their wicked king!

Note

Deal the final blow to King Boo, and you'll score a whopping 10 bonus points. The player who was captain when this boss fight began also receives some extra Mini Stars at the battle's end.

Game Boards

Blooper Beach

Points of Interest	Special Spaces		
1	Mixed Luck Junction	1	Mini Star Warp Pipe
2	Boss Battle: Cheep Cheep	2	Toad House
3	Spinigame Isle Junction	3	Dolphin Ride to Star Island
4	Blooper Ztar Bay	1	Mini Ztar Warp Pipe
5	Cannon Beach Junction	2	Whirlpool to Blooper Ztar Bay
6	Toad Checkpoint	1	Fire the Cannons!

7	Boss Battle: Blooper		Sunken Treasure

Space Breakdown			
	Green Spaces (7)		Bowser Spaces (1)
	Dice Block Spaces (38)		Mini Ztar Spaces (7)
	Lucky Spaces (8)		Captain Event Spaces (2)
	Unlucky Spaces (7)		Boss Battle Spaces (2)
	Event Spaces (12)		Free-for-All Minigame Spaces (9)
	Shuffle Spaces (6)		1-vs.-Rivals Minigame Spaces (5)
	Dash Spaces (8)		Bowser Jr. Minigame Spaces (5)
	Back Spaces (3)		Battle Minigame Spaces (5)
	Spin Spaces (15)		

Mini Stars and Ztars		
	Mini Stars (98)	Mini Ztars (6)

Board Overview

Welcome to Blooper Beach—a sandy tropical paradise with all sorts of surprises in store! Enjoy the life aquatic as you take a wet and wild ride around this scenic summery locale.

Bask in the midday sun as you decide which watery way you wish to go. Blooper Beach is a large board with lots of junctions and special spaces, allowing for plenty of variety between different games.

Though the winding path is long, several Dash Spaces and a high volume of Dice Block Spaces help to speed things up.

This board boasts two Captain Event spaces instead of only one, and there's a very special Lucky Space area near the end that will have you stuffing your pockets full of Mini Stars.

Cruise the briny blue on your way to the final showdown against none other than Blooper himself!

Note

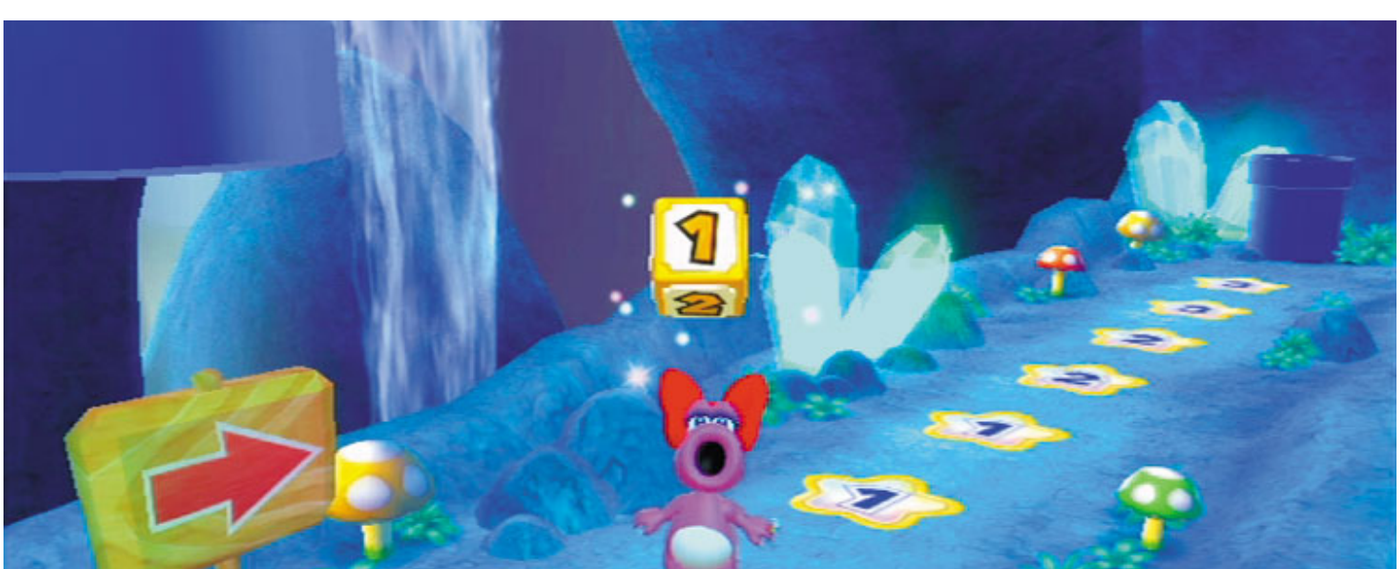
Catch up to one of the friendly dolphins that swim about Blooper Beach, and you'll receive five bonus Mini Stars! The dolphins move two spaces each turn, so they're pretty easy to catch.

Caution

Sometimes, a dangerous Sushi enemy will appear behind you. Don't let these pesky predators catch up to you when you're the captain, or you'll lose half your Mini Stars! Sushies move four spaces each turn.

Blooper Beach Tour

Mini Star Warp Pipe
1



Mini Stars? Yes, please!

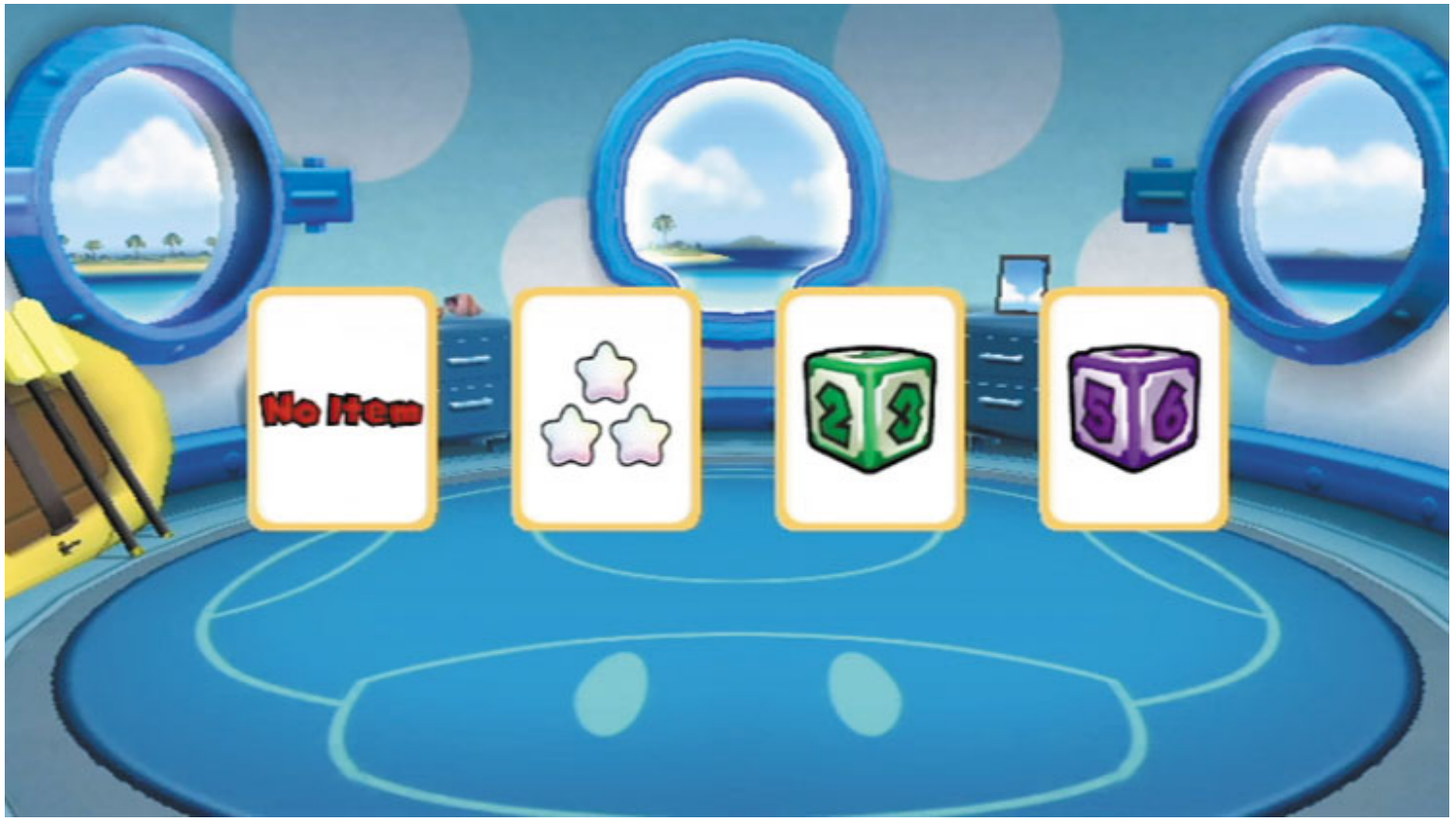
You've seen plenty of these powder-blue warp pipes before. Land on these Lucky Spaces to take a journey deep underwater, where a row of secret Mini Star Spaces await!

Mixed Luck Junction

This first junction is a doozy. Going north gives you a chance to score some Mini Stars, but you must also beware the many Unlucky Spaces up there—you don't want to land on them!

Heading south leads to a few Mini Ztars, but there's also some Mini Stars and a Toad House. Consider how many moves you have left after passing the junction and plan your route accordingly.

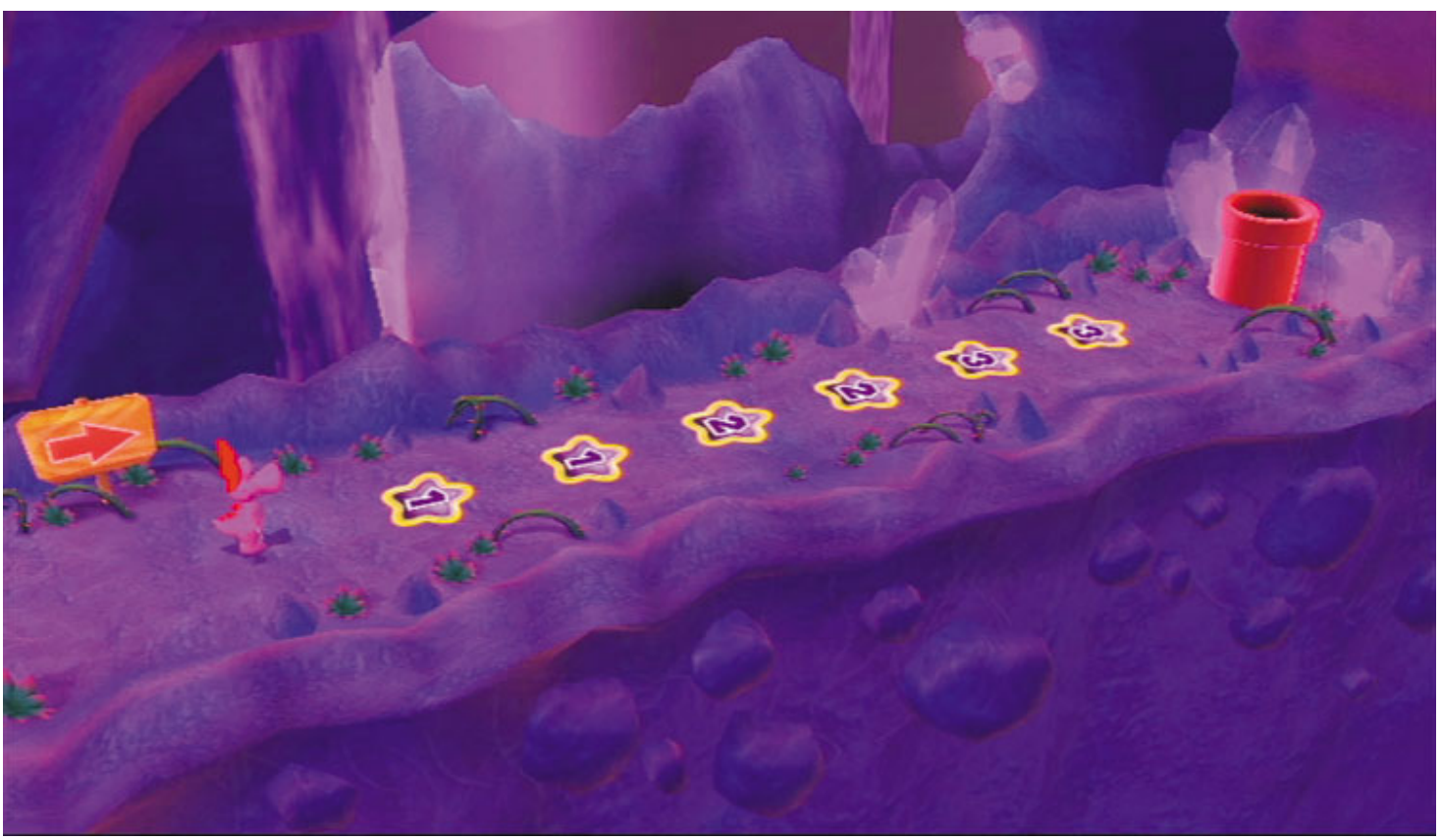
Toad House



Pick a card, any card!

Going south at Mixed Luck Junction gives you a chance to land on a Lucky Space that sits right next to a Toad House. You know the drill: Watch those cards carefully while the Toad shuffles them up and flip over the ones you want most!

Mini Ztar Warp Pipe



Uh-oh, I'm seeing Ztars!

On the other hand, heading north at Mixed Luck Junction can land you on one of several Unlucky Spaces. Each of these will drop you down a red warp pipe and land you inside a watery cavern filled with Mini Ztar Spaces! A low roll means damage control.

Boss Battle: Cheep Cheep

Blooper Beach's first boss awaits you at the small fort beyond Mixed Luck Junction. Time for an underwater brawl against a vicious fish named Cheep Cheep!

Hold the Wii Remote sideways and tilt it to swim in any direction. Keep an eye on the background and look for shells that slowly drift toward the foreground.

Swim up to a shell to grab it, then move into position and press 2 to fire the shell at Cheep Cheep. You score three points each time you smack Cheep Cheep with a shell!

Proper aim is important, but so is firing off lots of shells to score points.

Don't linger in front of Cheep Cheep for long, either—the boss regularly darts toward the foreground, attempting to ram anyone who gets in the way.

Being struck by Cheep Cheep causes you to lose one point, so keep clear of the boss when you're not attacking!

Tip

Cheep Cheep does an angry little dance before bolting forward, and he often charges at you in retaliation for hitting him with a shell. Watch that silly fish's movements carefully!

After half of Cheep Cheep's health is gone, the big baddie comes down with a serious case of shell shock.

Cheep Cheep will now periodically fly into the sky and come splashing back down in a fury, knocking a point away from anyone who's caught in the irate fish's wake.

Watch Cheep Cheep's shadow when the boss takes flight, and make sure you're nowhere near the splashdown point!

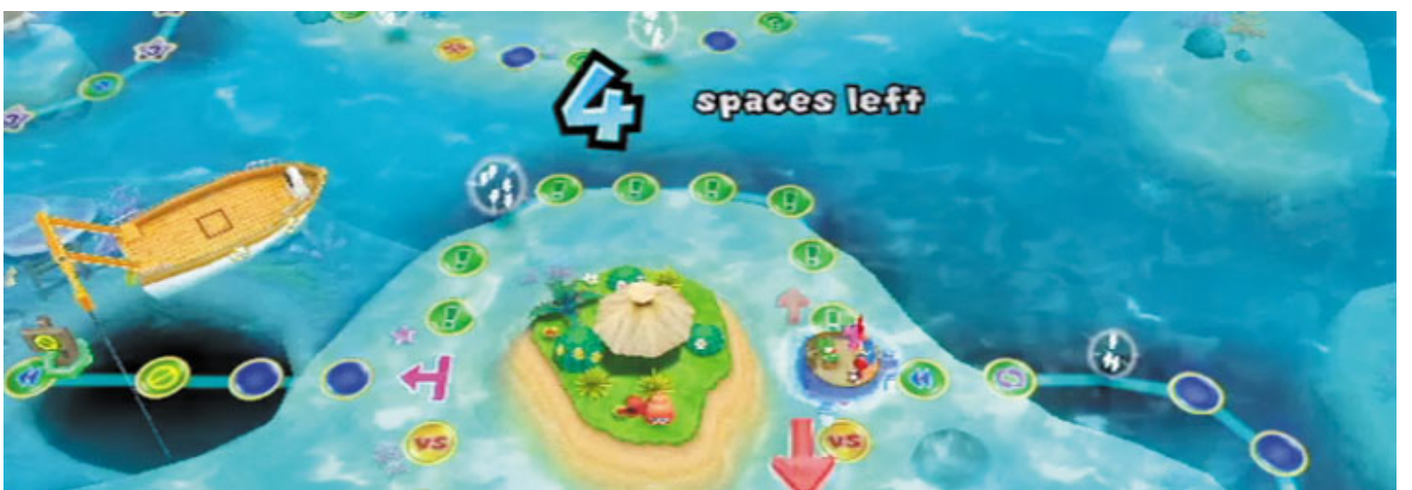
Note

Scoring the final attack on Cheep Cheep earns you three extra points at the end of the battle. The current captain also gets a hefty bonus of five Mini Stars at the fight's end. Not too shabby!

2

Spinigame Isle Junction

3



Another important choice awaits you at this second junction. Going north ensures you'll land on one of the many Spin Spaces, the results of which are always unpredictable (but usually beneficial).

Venturing south sends you along a stretch of minigame spaces, presenting opportunities to win some Mini Stars.

If you're a fan of the random, the north route is for you. Masters of minigames should head south without delay!

Sunken Treasure

Going up!

The action pauses when you reach this space—it's time for a Captain Event! In this underwater adventure, all players hop aboard diving platforms and head beneath the blue in an effort to bring back Mini Stars to the surface.

Each player begins with a full load of Mini Stars and gets to roll a normal Dice Block, a 1-2-3 Dice Block, and a 4-5-6 Dice Block one time apiece as they struggle to surface with their loot.

The captain has the advantage of choosing the order in which the Dice Blocks are rolled!

Simple enough, right? Not so fast! Landing on an Unlucky Space during your ascent causes a school of Fish Bones to steal five of your Mini Stars.

And that's not all—you won't get any Mini Stars if you fail to reach the surface with your three Dice Block rolls. You need serious luck to reach fresh air with all of your loot intact!

Tip

As the captain, consider the spaces ahead of you and roll the dice in the order that gives you the best chance to avoid Fish Bones.

Try to set up your rivals so that they're more likely to land on Unlucky Spaces, too!

Fire the Cannons!

Yowzers! What happened to all the Mini Stars?!

Once you're past the first Captain Event Space, you'll start seeing loads of regular Event Spaces.

Landing on any of these Event Spaces causes the cannons of the north ship to fire and strike all of the Mini Stars around the board, changing them all into Mini Ztars!

This can really mess up everyone's day, but not to worry: Landing on another Event Space will cause the cannons to unload again, transforming all those Mini Ztars back to Mini Stars once more.

Tip

Try landing on an Event Space to set up your rivals for some Mini Ztar mayhem!

Whirlpool to Blooper Ztar Bay

These two Unlucky Spaces lie just before the board's final junction near Cannon Beach. Landing on either Unlucky Space diverts you to the nearby Blooper Ztar Bay—a nasty little place that you won't find in the travel brochures! See the next section for details.

Blooper Ztar Bay

This small area isn't much fun to visit, so do your best to avoid landing on the two Unlucky Spaces that lie before the Cannon Beach Junction.

Landing on either of those Unlucky Spaces sends you to this small area, where a string of Mini Ztar Spaces lurk, just hoping to steal away some of your precious Mini Stars.

If possible, use a special brand of Dice Block in an effort to land on a Dash Space here and escape this unlucky spot.

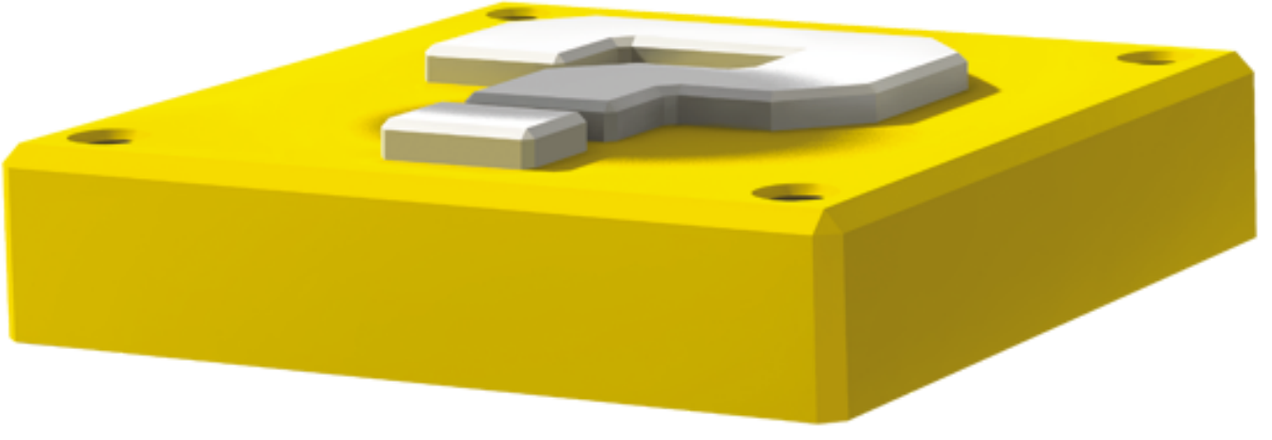
Cannon Beach Junction

What's this, another junction? Let's see, you can travel along the north shore for a chance to hit some Lucky Spaces that lead to

Mini Star warp pipes, or you can venture south to work your way toward another Sunken Treasure Captain Event. Decisions, decisions!

Note

The north shore trail also sports more Mini Stars—that is, unless they've been cannon-blasted into Mini Ztars!



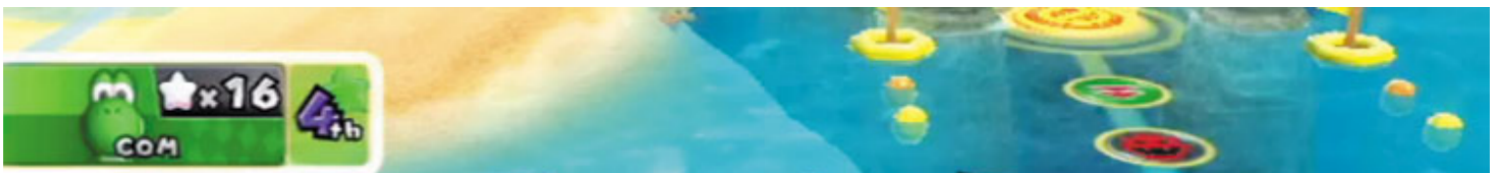
Toad Checkpoint

No matter which route you take at the Cannon Beach Junction, a friendly Toad will call out to you when you near his little pier. As always, the Toad will hand the player with the fewest Mini Stars a valuable Slow Dice Block that will help the underdog improve their standing down the homestretch.

Caution

Every Toad checkpoint comes with its share of misfortune. Bowser appears when you reach this spot and transforms several of the looming spaces into dastardly Bowser Spaces! Avoid landing on these troublesome spots at all costs.

Dolphin Ride to Star Island



Hooray for Mini Stars!

Let's hope your luck lands you on one of the three Lucky Spaces along Blooper Beach's final bend.

Landing on any of these Lucky Spaces causes friendly dolphins to lead you toward a secret isle that's home to loads of sparkly Mini Stars.

You aren't allowed to leave this tiny isle until you land on the Lucky Space that scores you the big bunch of Mini Stars at the isle's center, and it's easy to pocket absurd amounts of Mini Stars in the process.

The lone Dash Space and numerous Dice Block Spaces here can also help you land right where you want to. See how many laps you can complete around this isolated isle!

Boss Battle: Blooper

Blooper Beach may seem like a relaxing place, but a dangerous villain awaits you at the journey's end. That's right: It's that big galoot Blooper!

This is one of the more straightforward boss battles in the game, but that doesn't mean Blooper is a pushover.

Only the objective is simple: point your Wii Remote at the screen and press 3 to fire your cannon at Blooper each time the boss bounds out of the surrounding blue.

You earn one point for each hit you score on the ill-tempered squid, so fire at will!

Note

Aim for Blooper's tentacles when he leaps into the air—this gives you a good chance to hit the boss when he soon dives back underwater!

Blooper doesn't make your job easy. The slippery squid hops all around, ducks for cover underwater, and even heaves prickly Urchins that deduct one point from the player they hit.

Keep a close eye on Blooper and blast any inbound Urchins that are marked with your character's portrait.

This redirects the Urchins toward another player, letting you unload on Blooper without fear of losing points!

Tip

Shooting down Urchins is important, but don't let anything distract you from blasting Blooper. That's where the money is!

13
15
06
12
+1

Bombard Blooper enough times to drain half his health, and the big squid's temper will get the better of him.

Blooper will begin to bound around in a wild rage, presenting a far more challenging target. Blooper also tosses out many more Urchins than before, giving you plenty to worry about.

As if all that weren't enough, the steaming squid will even ink the screen from time to time, blotting out much of your vision.

Don't let these dastardly distractions stop you from blasting Blooper to oblivion!

Note

Landing the final attack on Blooper nets you three extra points at the end of the fight.

In addition, the lucky player who was the captain when the boss battle began also gets a modest bonus of two Mini Stars. Don't spend them all in one place!

Game Boards

Magma Mine

Points of Interest

1. Lava Pit Junction
2. Boss Battle: Spike
3. Rising Tide Junction
4. Up or Across Junctions
5. Race to the Top Junction
6. Toad Checkpoint
7. Boss Battle: Chain Chomp

Special Spaces

- 1 Mini Star Warp Pipe
- 2 Toad House
- 1 Sizzling Skeleton
- 1 Dice Block Chicken

Space Breakdown

- Green Spaces (7)
- Dice Block Spaces (48)
- Lucky Spaces (5)
- Unlucky Spaces (Magma Spaces) (34)
- Event Spaces (4)
- Shuffle Spaces (9)
- Dash Spaces (5)
- Back Spaces (4)
- Spin Spaces (8)
- Bowser Spaces (1)
- Captain Event Spaces (2)
- Boss Battle Spaces (2)
- Free-for-All Minigame Spaces (4)
- 1-vs.-Rivals Minigame Spaces (4)
- Bowser Jr. Minigame Spaces (3)
- Battle Minigame Spaces (9)

Mini Stars and Ztars

- Mini Stars (117)
- Mini Ztars (25)

Points of Interest	Special Spaces
1	Lava Pit Junction
2	Boss Battle: Spike
3	Rising Tide Junction
4	Up or Across Junctions
5	Race to the Top Junction
6	Toad Checkpoint
7	Boss Battle: Chain Chomp

1	Mini Star Warp Pipe
2	Toad House
1	Sizzling Skeleton
1	Dice Block Chicken

Space Breakdown			
	Green Spaces (7)		Spin Spaces (8)
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Mini Stars and Ztars	
	Mini Stars (117)
	Mini Ztars (25)

Board Overview

There's no hotter place to party than Magma Mine! This large, sweltering volcano brims with bubbling lava and a host of hazards, but the mine is also lined with big clusters of Mini Stars, enticing you to explore.

It's a long way to the top of this vertical board, but you've plenty of incentive to hurry: Just beyond the boss fort, a tide of boiling magma begins to swell up from the depths below!

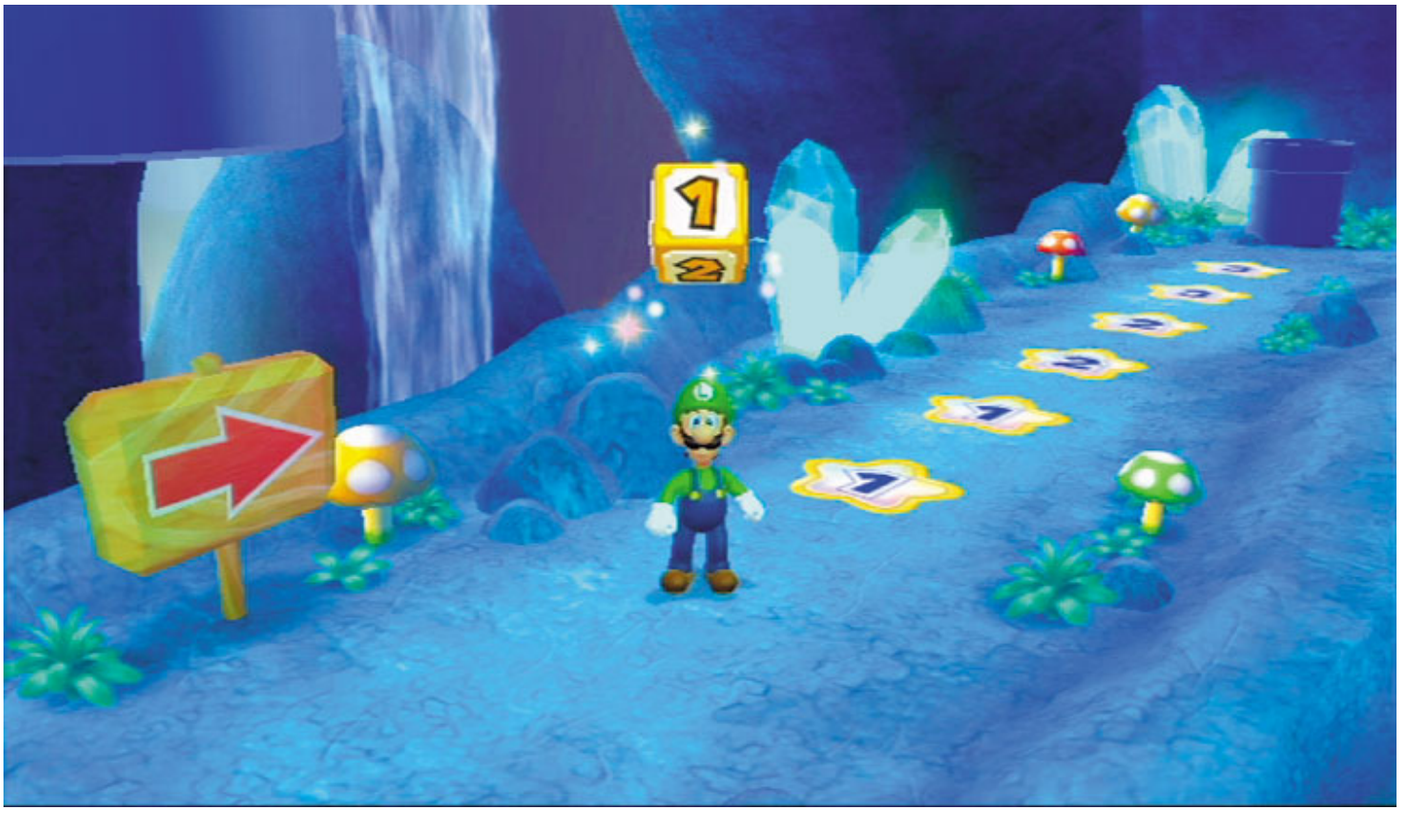
This fiery fluid rises two spaces each turn, and it will scorch away half of the current captain's Mini Stars if the magma manages to catch up.

Worse, an array of hazardous Magma Spaces can cause the magma to rise even faster than normal—do your best to avoid landing on these unfavorable spots!

Magma Mine has relatively few special events and an ever-present risk of being burned to a crisp; games played here feel a lot like frantic dashes to the final boss gate. Just keep climbing and don't look down!

Magma Mine Tour

Mini Star Warp Pipe



This mine sure has plenty of Mini Stars!

Things start off relatively quietly at Magma Mine, and you can land on a few Lucky Spaces in the early goings.

Plop down on one of the Lucky Spaces that lies next to a blue warp pipe, and you'll be whisked away to a secret cavern of Mini Star Spaces!

Roll once and pocket your Mini Stars before returning to the mine cart.

Lava Pit Junction

1

Whoa, check out all that lava! You definitely need to go around this bubbling bath.

The left route features more Mini Stars, while the right route sports a Back Space that can send you through the same Mini Star cluster multiple times.

Both routes feature Toad Houses and Captain Event Spaces, and both Captain Event Spaces lead to the same event, so there's no risk of missing it.

Consider your remaining moves and the turn order carefully, and pick your path wisely!

Note

The many junctions in Magma Mine allow for all players to vote on the direction they wish to go. Make your selection, and if the Which Way Wheel lands on your character's portrait, you get to move in the direction you wanted!

Toad House
2

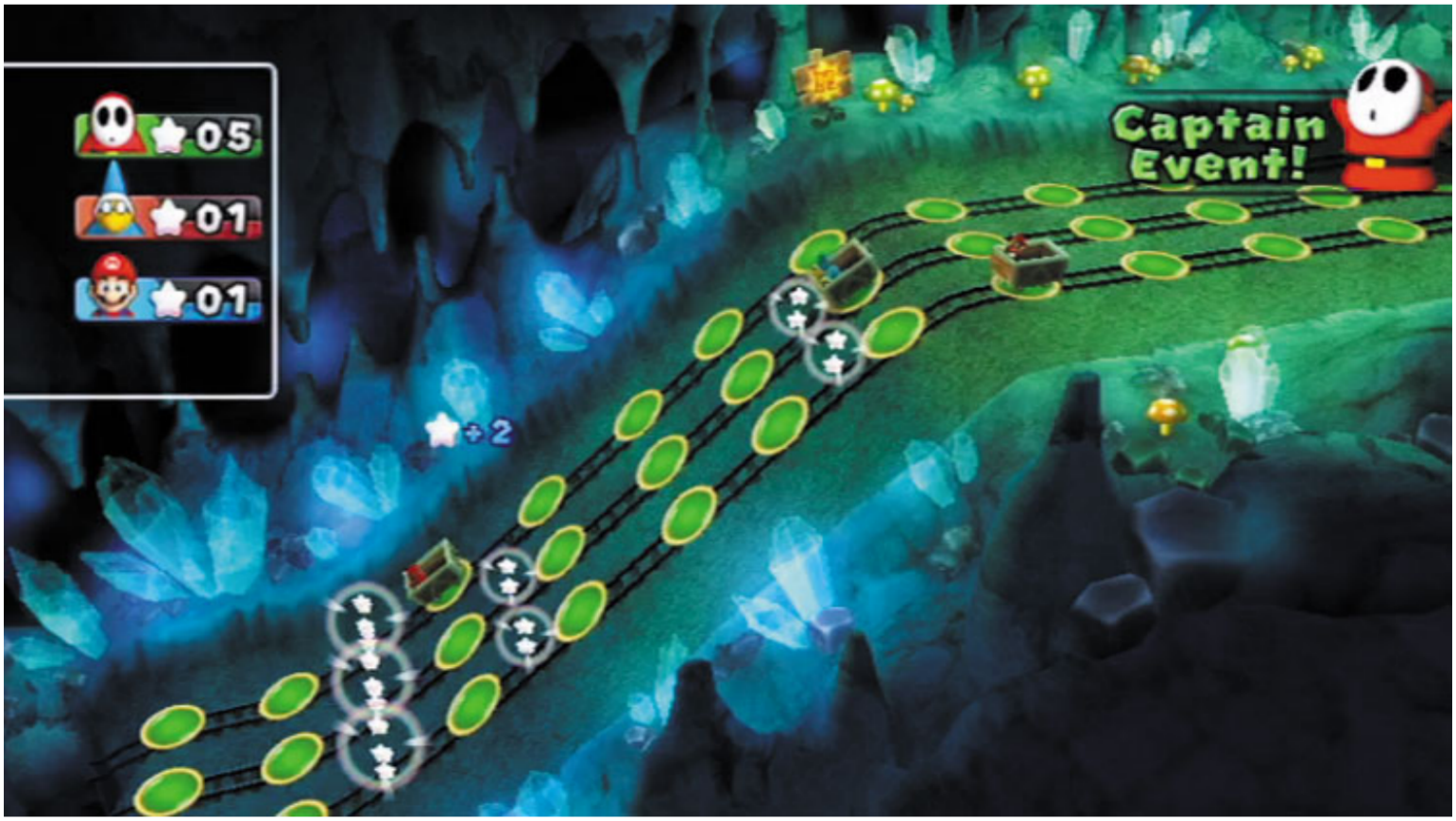
Their homeowner's insurance must be through the roof!

No matter which way you veer at the Lava Pit Junction, you have a chance to land on a Lucky Space that allows you to visit with a friendly Toad.

High-rolling Dice Blocks are your best friends here at Magma Mine, so keep your eye on any cards that depict Slow Dice Blocks, 4-5-6 Dice Blocks, or 1-10 Dice Blocks.

These items can help you outrun the rising magma when the volcano soon becomes active!

Dice Block Chicken



Fortune favors the bold!

Reaching either of the Captain Event Spaces around the giant lava pit temporarily diverts you to a special cavern where an exciting Captain Event is held.

Here, each player takes turns hitting a normal Dice Block and moving along separate yet similar tracks. Your goal is simple: Collect as many Mini Stars as possible without racing over the edge at the end of the line!

The event ends when the captain chooses to quit, tumbles over the edge, or claims the final Mini Star along his or her route. The luck of the dice plays a big role in how this event will play out!

Tip

If you're the captain, hope that you roll low. This means other players will tumble off the track while you clean up!

Sizzling Skeleton

Whoa! Anyone got a breath mint?

Beware: Landing on any of the four Event Spaces that lead up to the boss fort will cause a searing river of hot liquid magma to spill out of the mouth of a huge overhead skeleton!

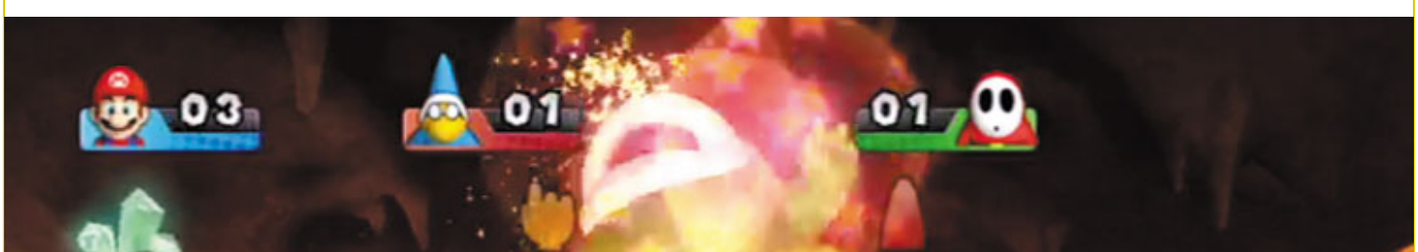
Once this river forms, one unlucky player will lose half of his or her Mini Stars when they're forced to travel across it as captain.

Use whatever special Dice Blocks you might have in an effort to roll low, and try to make sure you don't get burned!

Boss Battle: Spike

A hot-tempered boss awaits you at the fort beyond the lava pit. It's none other than that pesky green troublemaker, Spike!

Hold the Wii Remote vertically during this frantic battle and aim at one of the "?" logos that appear onscreen. These logos will soon change into pictures of hammers and sticks. Quickly press A to pick up a hammer before your rivals can take it!



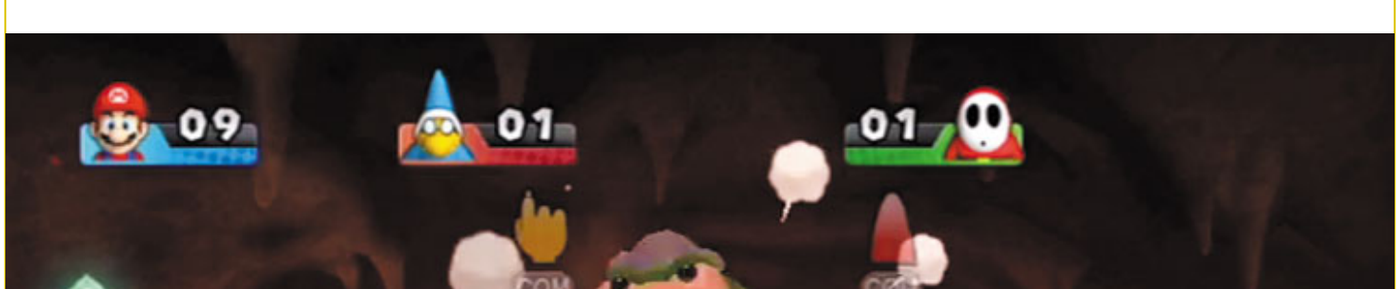
After you grab a hammer, you'll automatically use it to smack one of Spike's rolling balls back at him. This is why you don't want to pick up sticks—they're too puny to do the job!

You get one point for knocking balls back at Spike with an iron hammer, and three points for whacking them back with a gold hammer.

Wooden sticks aren't worth anything—in fact, you'll lose a point when the stick shatters and the ball rolls you over!

Caution

There aren't always enough hammers to go around. Even iron hammers are preferable at times like these!



Soon enough, Spike will start seeing red. Like other bosses, this happens when you knock his health down to halfway.

Now there will be even fewer hammers to choose from and less time to decide, forcing one or more players to suffer a loss of points each turn. Be quick to grab the first available hammer to protect your precious points!

Note

You guessed it: The player who scores the final attack earns three bonus points for besting Spike, while the player who was captain going into the battle receives three extra Mini Stars.

Rising Tide Junction

3

This junction lies just above the boss fort and presents you with a choice of two paths. The left path is much longer than the right, but the right path sports a dangerous Back Space that can send you tumbling into the magma that's begun to bubble up beneath you!

The left path also features several more Mini Stars than the right path, but there's a Lucky Space near a Toad House along the shorter right route.

Go left if you're feeling lucky and wish to risk maxing out your Mini Stars. Head right if you've got the need for speed and don't want to get burned.

Up or Across Junctions

4

No matter which path you take at Rising Tide Junction, you'll encounter another junction before the rail reunites.

These two junctions are mirror images of each other, and they both ask you to choose between fleeing upward or cutting across a horizontal stretch that's filled with Mini Stars.

Beware: The horizontal route is also lined with Unlucky Spaces that will cause the rising magma to bubble up even faster!

Take the horizontal path only if you think it'll set your rivals up for disaster. Otherwise, go upward in an effort to stay ahead of the fiery tide.

Race to the Top Junction

5

This is it: Magma Mine's final junction! Both paths are similar, and you certainly don't want to hit those floating Mini Ztars to the right, so this decision boils down to your remaining moves.

Go left if going right will send you into the Mini Ztars, or veer right if you'll stop short of them—this will set up the next captain for a nasty Mini Ztar surprise!

Toad Checkpoint

6

Whew! You made it! That was quite a climb, and we bet you've never been so happy to see the friendly face of a Toad before.

Of course, Bowser makes his trademark appearance at the checkpoint as well, zapping several of the upcoming spaces and transforming them into devious Bowser Spaces!

Fortunately for the last-place player, they've just been handed a Slow Dice Block, courtesy of the helpful Toad!

Boss Battle: Chain Chomp

What menacing minion might await you on this mountaintop? Yikes! It's that manacled monster Chain Chomp!

This unique boss battle presents you with a choice of five mine carts. Each cart will follow its own track toward Chain Chomp, but only some of the carts will take you to the cannons that lie at the run's end. Other tracks will lead you directly into Chain Chomp's choppers!

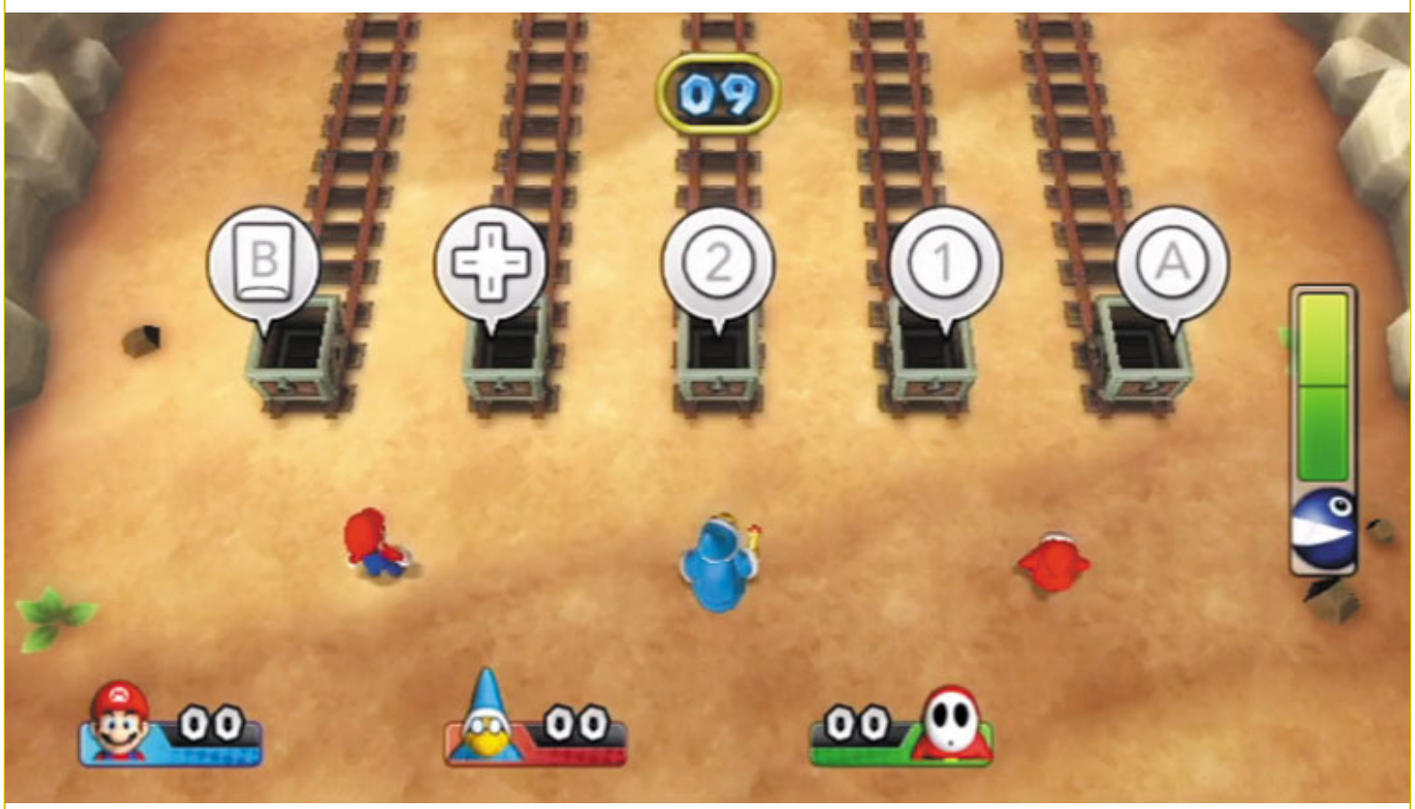
Note

Gold cannons are worth three points, while iron cannons are worth only one. Always go for the gold!

Mentally pick the cannon you wish to arrive at and then watch the tracks carefully as the camera quickly pans from the cannons back toward the players.

The tracks change every turn, and certain tracks connect to others, causing you to take a wild ride toward your cannon of choice.

It isn't easy, but do your best to find the ideal route for you, working backward in your mind as the camera quickly pans along the rails.



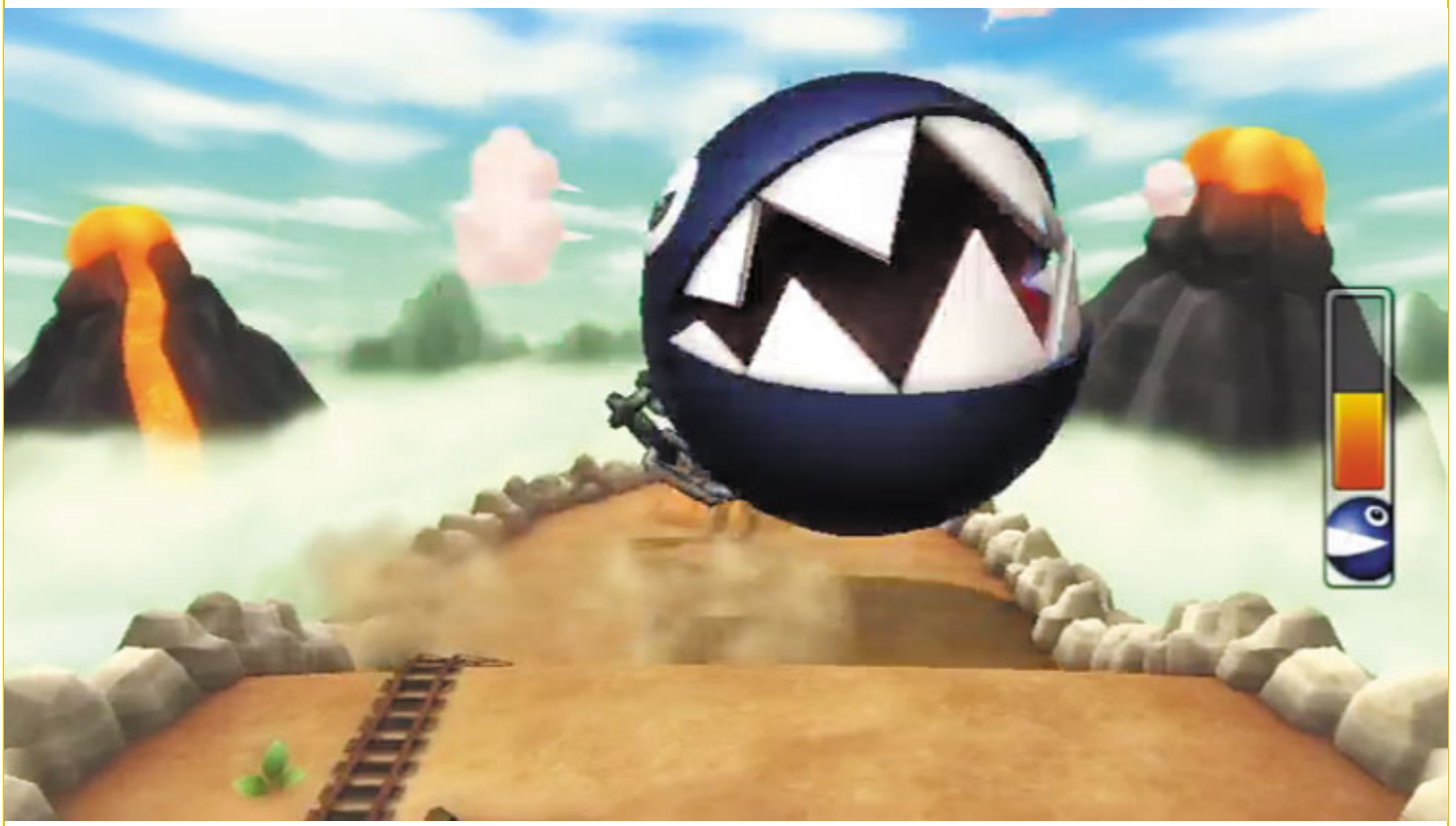
Once you've found the perfect path, press the corresponding button to select the appropriate cart before any of your rivals do!

Tip

The cannons are always fired from left to right, so when Chain Chomp is near defeat, try to arrive at the cannons on the left for a better chance of scoring the final attack!

Reaching a cannon lets you blast Chain Chomp, feeding the fiend a mouthful of metal and scoring some points in the process.

You lose a point each time you choose wrong and end up speeding toward Chain Chomp, so try to avoid taking this kind of thrill ride!



Chain Chomp becomes hopping mad after you blast half his health away.

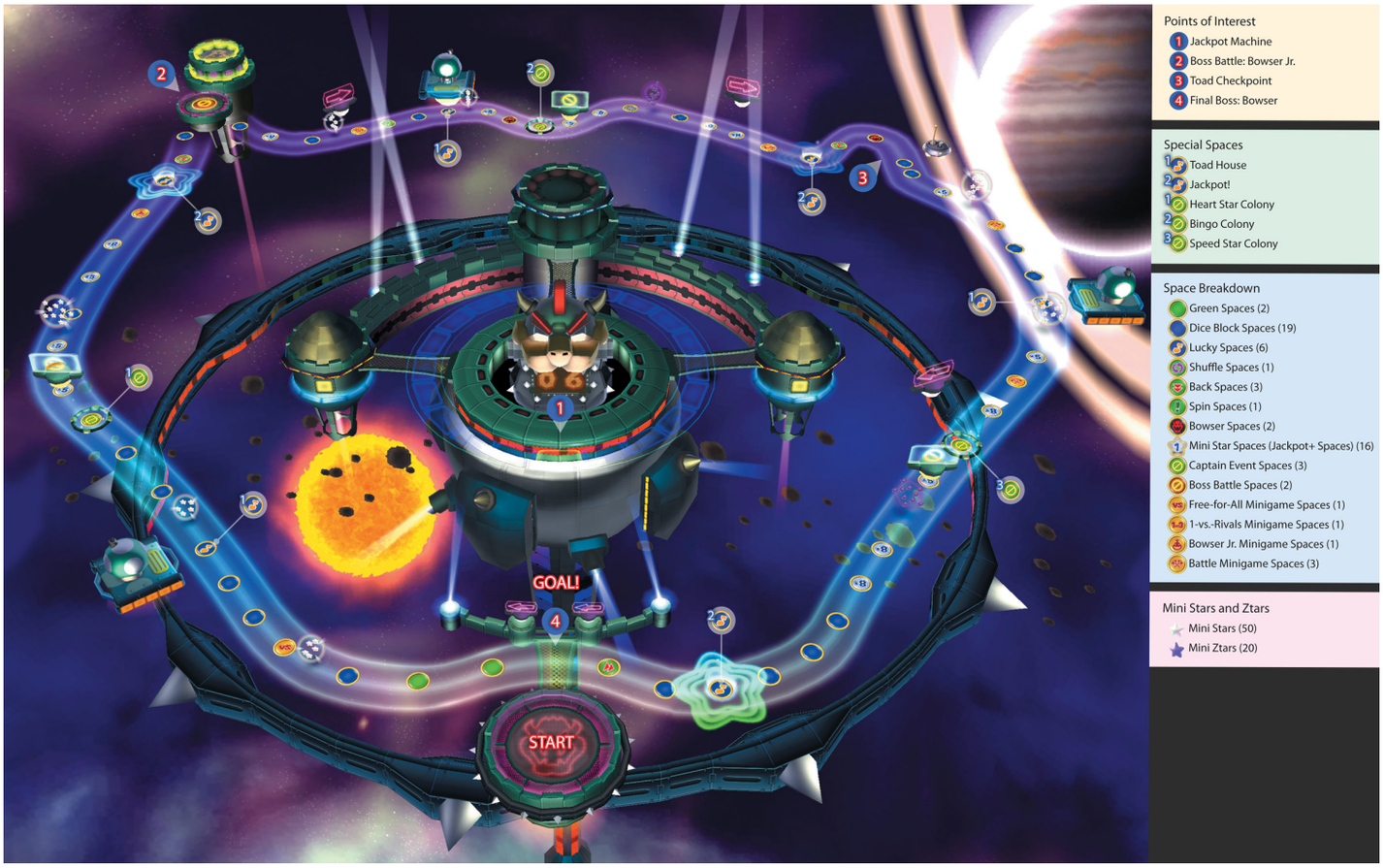
Now there will be even fewer cannons to choose from, and more tracks will lead toward the toothy titan. You've got to think fast when picking your carts from now on!

Note

You earn three bonus points for scoring the final attack on Chain Chomp, and the captain gets to pocket a cool eight Mini Stars at the end of the battle. Sweet!

Game Boards

Bowser Station



Points of Interest	Special Spaces	
1	Jackpot Machine	Toad House
2	Boss Battle: Bowser Jr.	Jackpot!
3	Toad Checkpoint	Heart Star Colony
4	Final Boss: Bowser	Bingo Colony
		Speed Star Colony

Space Breakdown			
	Green Spaces (2)		Mini Star Spaces (Jackpot+ Spaces) (16)
	Dice Block Spaces (19)		Captain Event Spaces (3)
	Lucky Spaces (6)		Boss Battle Spaces (2)
	Shuffle Spaces (1)		Free-for-All Minigame Spaces (1)
	Back Spaces (3)		1-vs.-Rivals Minigame Spaces (1)
	Spin Spaces (1)		Bowser Jr. Minigame Spaces (1)
	Bowser Spaces (2)		Battle Minigame Spaces (3)

Mini Stars and Ztars	
	Mini Stars (50)
	Mini Ztars (20)

Board Overview

You've finally made it to Bowser Station, home of the great Koopa King himself! You might think you're in for a lengthy journey up here in outer space, but Bowser Station is the smallest board in the game.

But that doesn't mean you aren't in for an exciting ride. Bowser Station boasts a whopping three different Captain Event areas, each with its own unique challenge.

Then there's the Jackpot Machine, which you fill by landing on special Jackpot+ Spaces around the board. Fill this freaky machine with 20 or more Mini Stars for a chance to hit it big!

Bowser Station also sports relatively few hazards and minigame spaces, making for a quick and profitable journey around the glittery track.

Complete a full lap around this space-aged board to face off against the wicked Koopa King and foil his plot to steal the Mini Stars from the night sky!

Bowser Station Tour

Jackpot Machine

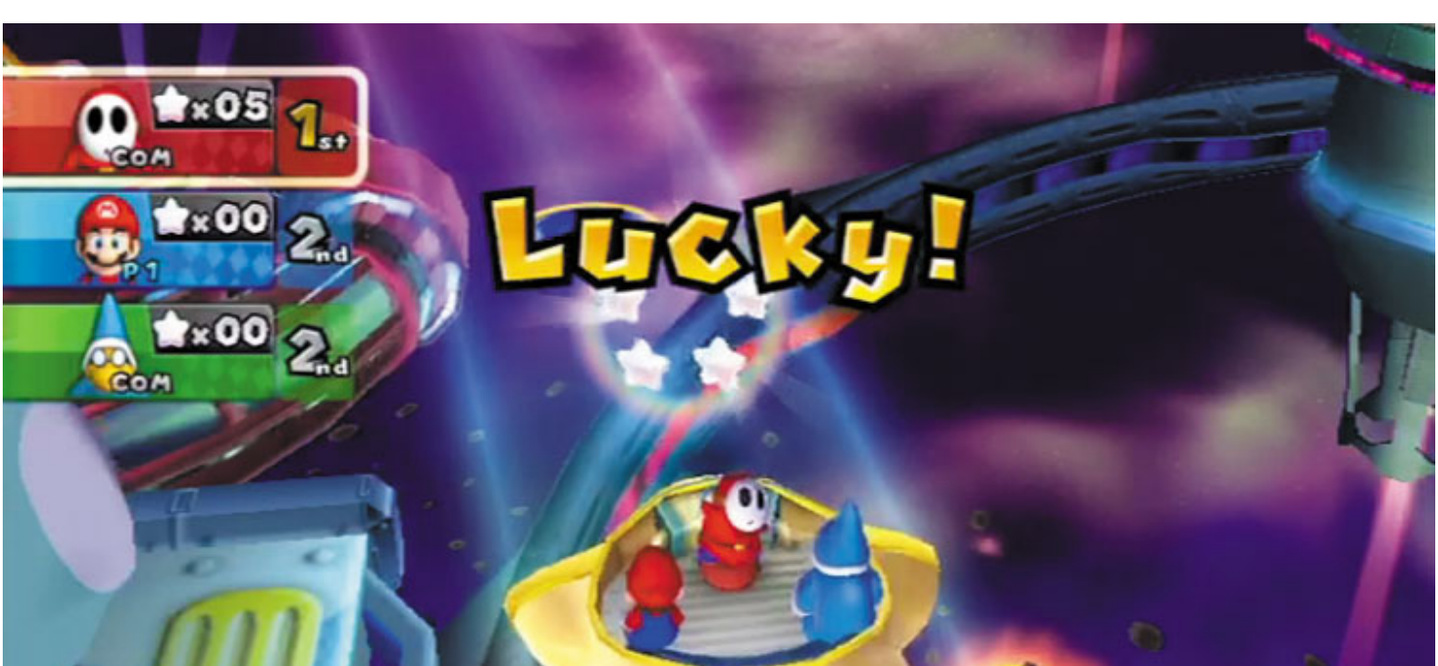
Bowser has been using this giant device to suck Mini Stars from the night sky, but at Bowser Station, you can profit from this devious machine.

Each time you land on one of Bowser Station's special Jackpot+ Spaces, the central Jackpot Machine will fill with the amount of Mini Stars that are numbered on the space.

Pack the machine to its maximum capacity by raising its counter to 20 or higher, and you'll be able to play a special minigame for a chance to win all those sucked-up Mini Stars!

The Jackpot Machine's counter will then drop back down, ready to be filled again.

Toad House



What a space-aged abode!

Three familiar mushroom-shaped huts are located along Bowser Station's track. Land on the Lucky Space that lies just outside one of these homes to visit a friendly Toad and claim up to two special card prizes!

Heart Star Colony

What, no love for Mario?

The first Captain Event Space you reach whisks you away to this heart-shaped platform, where a fun Captain Event is held.

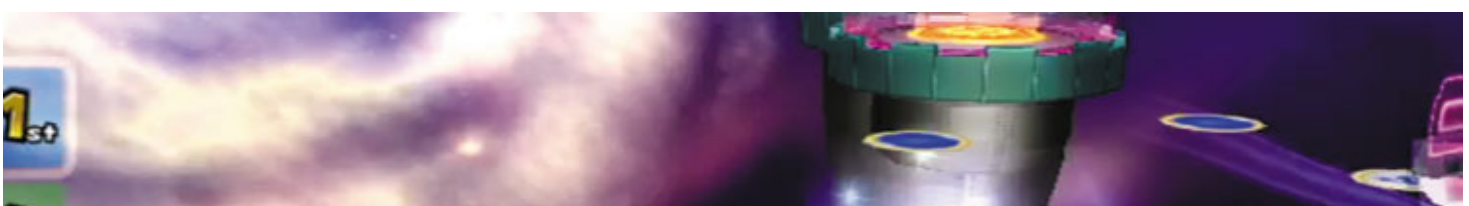
Each player hits a special Heart Dice Block once; then the captain hits the block three times. Whenever a player and the captain's dice come up with matching heart colors, they each win two Mini Stars!

This boils down to a game of pure luck, but the captain has the best chance to win big.

Caution

From time to time, Bowser Jr. will appear to play the Heart Star Colony game as well. If you end up matching Bowser Jr.'s heart, he'll "give" you some Mini Ztars as a reward. Gee, you shouldn't have!

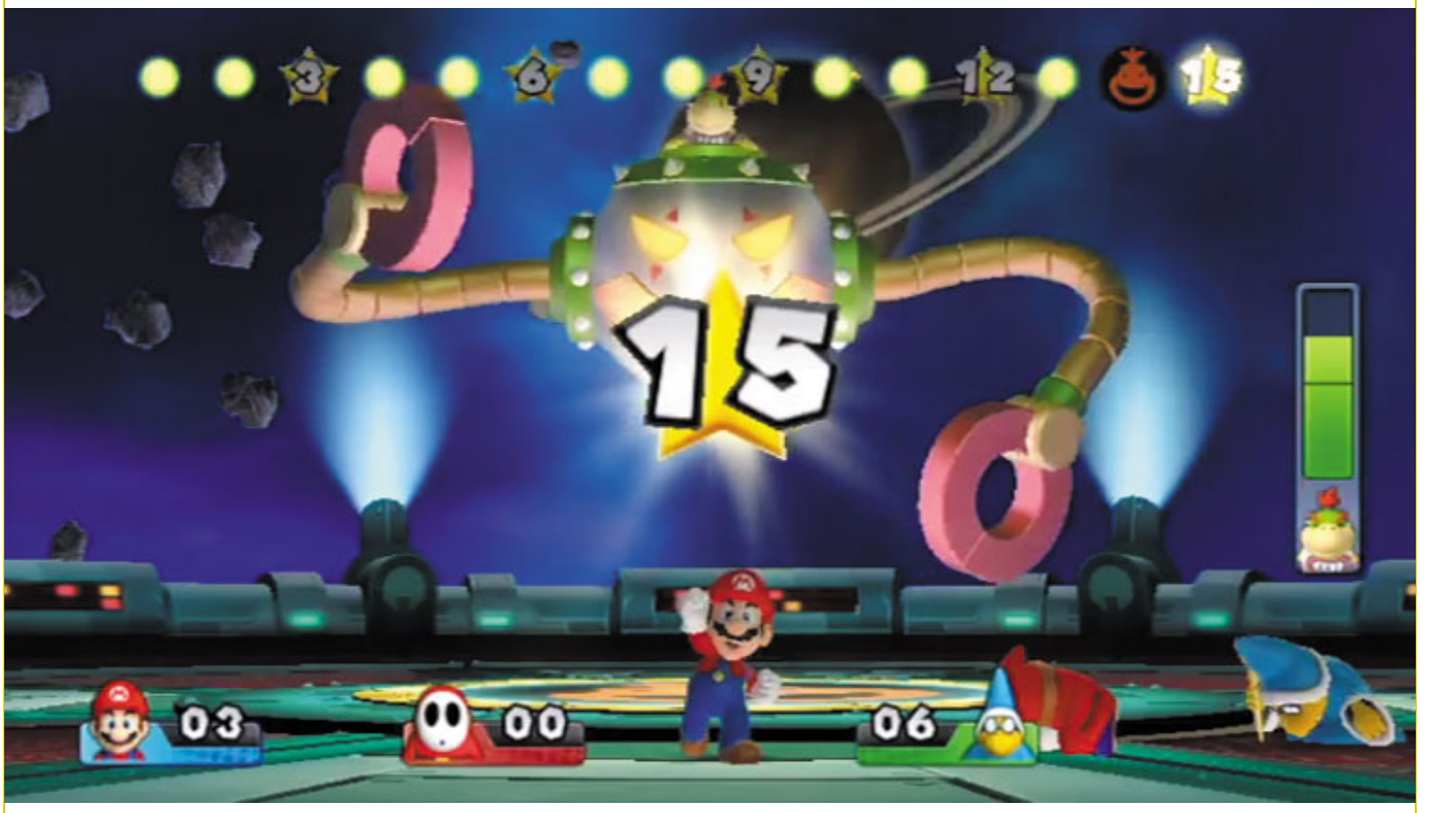
Jackpot!



Land on one of these star-marked Lucky Spaces to instantly collect all of the Mini Stars that are currently stored within the Jackpot Machine. Talk about counting your lucky stars!

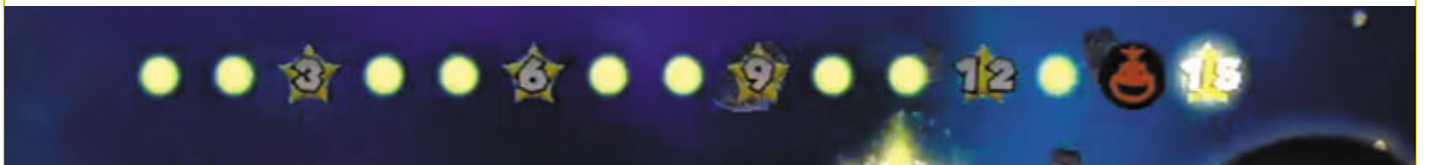
Boss Battle: Bowser Jr.

It's not long before you reach Bowser Station's first boss. It's that pint-sized pest, Bowser Jr.!



During this battle, each player takes turns rolling a unique Dice Block. The number that you roll will light up the same number of segments along the gauge at the screen's top.

Each time you fill the gauge to one of the special star-shaped points, you get to leap over to Bowser Jr. and attack him, scoring points in the process!

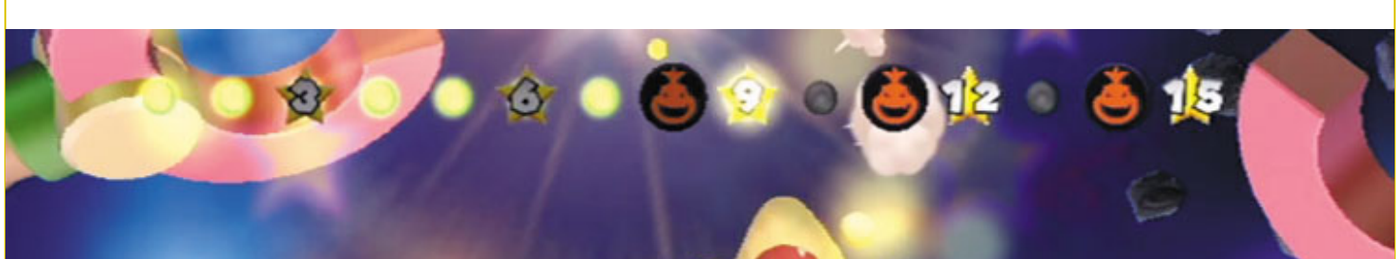


If you fail to fill up the gauge to a star-shaped point, the next player gets to try. The gauge will continue to fill until someone damages Jr.; the more full the gauge, the more damage you can deal.

If you manage to fill the meter without stopping on any of the star-shaped points, you'll unleash a massive attack on this trash-talking boss!

Caution

If your luck isn't running very high, you might end up filling the gauge to a Bowser Jr. point. Whenever this happens, the tables are turned and you lose some of your points. Not cool!



After you batter away half of Jr.'s health, the little guy throws a big ol' temper tantrum. Now several Bowser Jr. points appear on the gauge, making it more difficult to preserve your points.

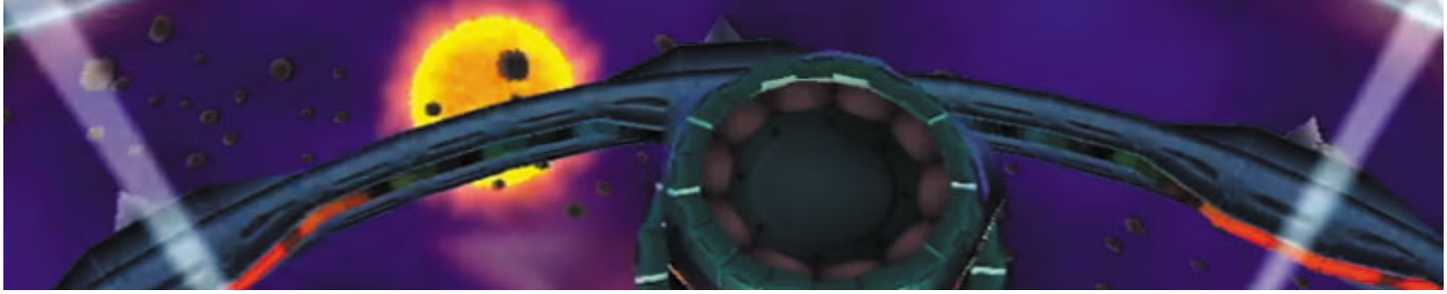
But what can you do? Just keep on rolling in the hopes that you'll damage Jr. and walk away the victor!

Note

The standard three-point bonus is awarded to the player who scores the final attack on Jr. Whoever was the captain when the battle began also pockets a shiny Mini Star prize!

2

Bingo Colony



Bingo: the game of tomorrow!

Pass over Bowser Station's second Captain Event Space to visit the Bingo Colony. Here, each player takes turns trying to be the first to complete a bingo on a 3 x 3 board.

Each player takes turns hitting a 1-10 Dice Block to light up the board's nine numbers; the first player who completes a bingo by lighting up three numbers in a straight or diagonal line wins!

The captain decides the order in which everyone will roll, giving him or her a major advantage during this fun and profitable event.

Caution

Bowser Jr. sometimes shows up to spoil your fun at the Bingo Colony by turning all of the Mini Stars into sinister Mini Ztars. Now that's no fun!

Toad Checkpoint

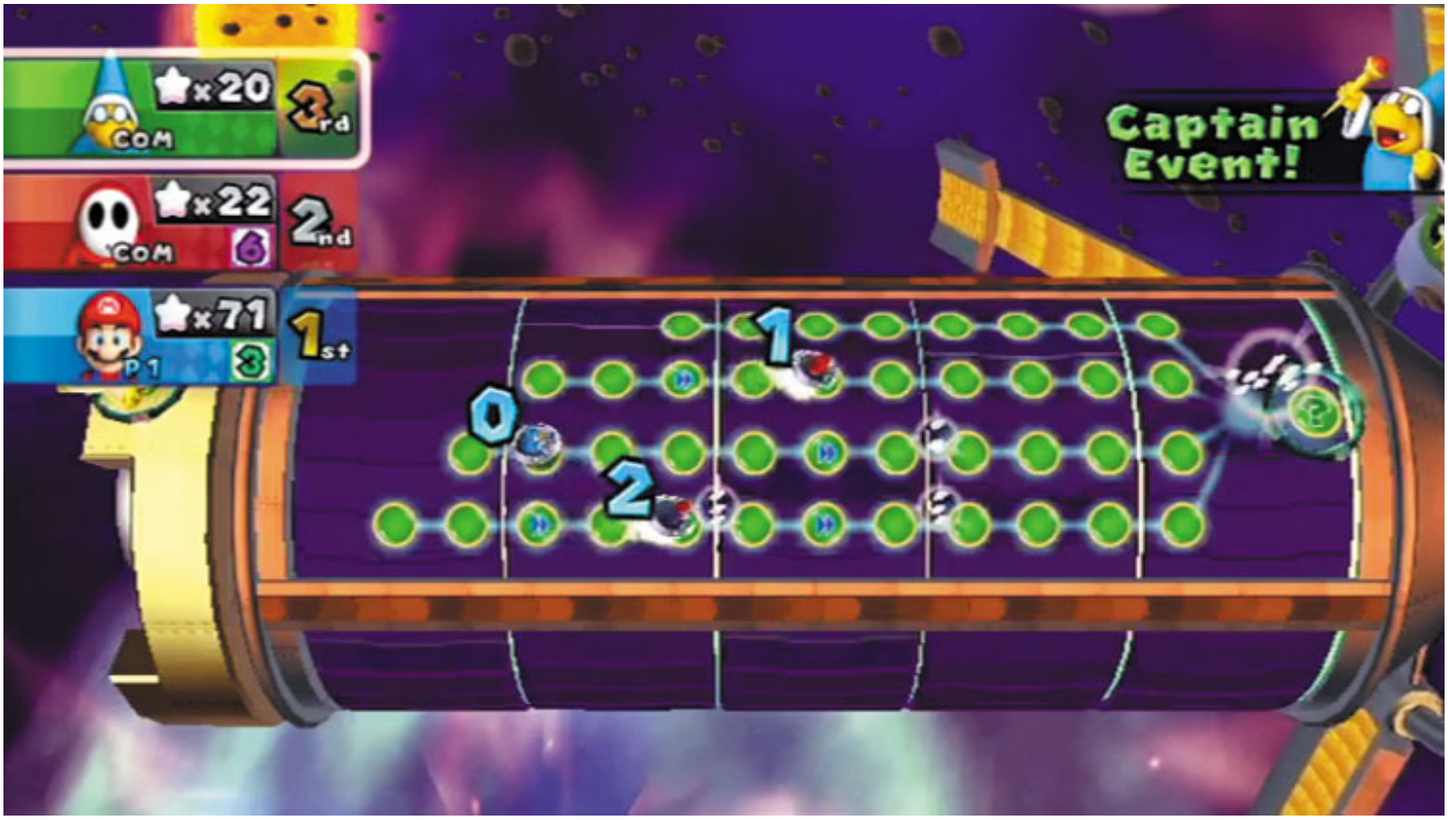
3

Gee, that was fast! You've already made it to the Toad checkpoint, and the player who's stuck in last place gets a sweet, sweet Slow Dice Block to help them bounce back.

This is also the spot where Bowser decides to shake things up by transforming several spaces ahead into diabolical Bowser Spaces.

Use any special Dice Blocks at your disposal to avoid landing on these sorry spots!

Speed Star Colony



Mini Stars, here we come!

Bowser Station's third and final Captain Event Space transports you to the nearby Speed Star Colony, where Mini Stars await the swift!

The captain assigns each player to one of the four paths here; then all players roll normal Dice Blocks on their way to the large group of Mini Stars at the run's end.

It's obviously wise to take the shortest route to victory by picking the stubbiest path when you're the captain—but Dash Spaces and the roll of the dice also play a big role in determining who will reach those Mini Stars first!

Final Boss: Bowser

At last, you've made it to the final showdown against Bowser! There's no time to waste. Let's show this villainous lizard what a true superstar can do!

In this epic final battle, hold the Wii Remote sideways and press 2 to hoist and throw oversized dice around a small, confined area.

Your goal is to make your character's portrait pop up on as many dice as possible before time runs out.

The more of your portraits you cause to appear, the more damage you'll deal to Bowser and the more points you'll earn in return!

Of course, your rivals will be trying to accomplish the same feat. Don't let them!

Toss any dice you see that have your rivals' portraits on them to mess up their game and potentially earn more points for yourself if your portrait pops up.

See how much damage you can inflict to that big bossy brute each turn!

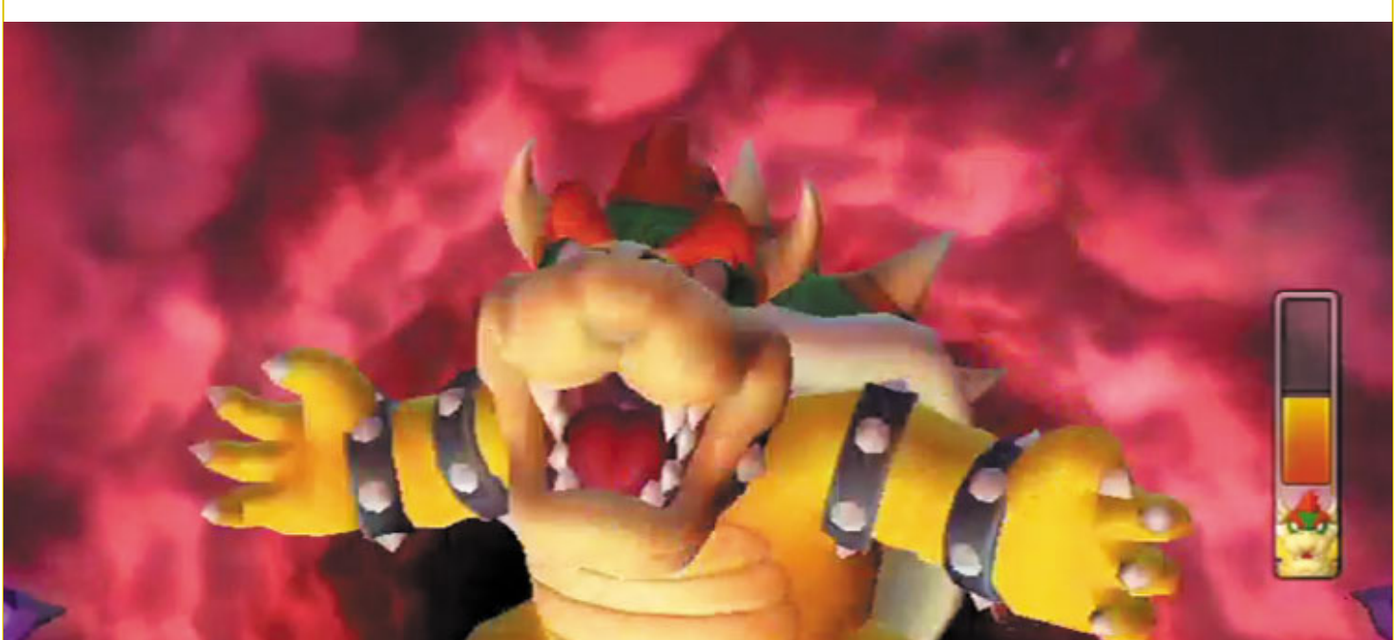
Once all of the dice are locked in place, damage is quickly tallied and dealt to Bowser.

The monstrous meanie then counterattacks by spitting out one volley of sizeable fireballs for every die that showed a freaky Bowser logo.

Stand far away from Bowser and dart between his fireballs to dodge them and avoid being singed—you'll lose a point if one hits you!

Tip

Bowser's fireballs are pretty easy to avoid, so don't bother tossing dice that show his logo. Play rough and go after your rivals' dice instead to keep them from scoring!



Bowser flips out after you drain half his health. The big brute now shakes the board to make things more difficult, and he tosses out a giant die each turn that sports portraits of bosses from previous boards.

Whichever boss pops up on the die soon materializes to wreak havoc on you and your peers. Play defense until the summoned boss takes off, then get back to busting on Bowser!

Wiggler: This boss stomps all around the arena in a rage. Stay out of his way to avoid being trampled!

King Bob-omb: This boss causes it to rain bombs all about. Keep moving and steer clear of those tiny shadows that signal inbound explosives!

King Boo: This boss summons two separate rings of rotating Boos that quickly expand to snatch your points. Flee to a corner, then quickly dart back to the center to skirt the Boos as they wind near!

Blooper: This boss furiously hurls prickly Urchins every which way. Treat this barrage just like Bowser's fireballs: Stay near the foreground to give yourself more time to dodge!

Chain Chomp: This boss hops around in straight lines, crossing the arena with scary speed. Keep your distance to avoid being rammed!

Note

If Bowser's giant die comes up with a portrait of the Koopa King, the big brute simply attacks with his familiar volley of fireballs. Guess you can't teach an old dog new tricks!

After several rounds of action, you'll eventually get the better of Bowser. Broken and battered, the King of the Koopas is forced to retreat, his dream of decorating his castle with Mini Stars shattered.

Congratulations! Your quest to restore the Mini Stars to the night sky has ended in success!

Note

Like always, three points are given to the player who scores the final attack on Bowser. The player who was captain when the boss fight began also receives a Mini Star bonus at the end of the battle. Well done!

4

Game Boards

DK's Jungle Ruins

Points of Interest	Special Spaces	
1	Banana Catapult (Lucky Space Area)	Barrel Cannon to Banana Catapult
2	Spinning Diddies (Lucky Space Area)	Barrel Cannon to Spinning Diddies
3	Diddy Kong Minigame	Banana Spin Wheel
4	Toad Checkpoint	Barrel Choice
5	Donkey Kong Minigame	

Space Breakdown			
	Dice Block Spaces (10)		Back Spaces (1)
	Lucky Spaces (2)		Captain Event Spaces (1)
	Event Spaces (DK Spaces) (4)		Boss Battle Spaces (1)
	Shuffle Spaces (2)		Free-for-All Minigame Spaces (3)
	Dash Spaces (3)		1-vs.-Rivals Minigame Spaces (1)

Board Overview

Deep in the heart of the misty jungle, ancient and mysterious ruins serve as home to that big excitable ape Donkey Kong!

You can play this special board only after you visit the Museum and spend 500 Party Points to unlock it, so it'll take some time before you can join DK and Diddy Kong in their tropical playground.

Mini Stars are nowhere to be found around here—it's Bananas that you're after!

This short board is lined with DK's favorite fruit, but watch out: Sinister Z-Bananas are also about, and touching any of these rotten fruits will subtract some Bananas from your pack.

Though it appears to be the shortest board of all, you're actually required to make two laps around DK's Jungle Ruins, effectively doubling its size.

There are also special areas to visit, where you can win Bananas by the bunches! DK's Jungle Ruins is a fast and fun board with relatively few hazards, making it one of the best boards to play when you're trying to pile up those Party Points.

Note

Like Mini Stars, each Banana you have at the end of the games held at DK's Jungle Ruins will add one Party Point to your account.

DK's Jungle Ruins Tour

Banana Spin Wheel

This is bananas!

Land on one of the four glowing DK Spaces around the ruins to trigger a very special event. All of the board's Bananas and Z-Bananas will begin to spin around the ruins.

When you see a long row of Bananas headed your way, press 2 to start snatching them up!

This is one of the best ways to boost your Banana count at DK's Jungle Ruins, so make good use of special Dice Blocks and try to land on those DK Spaces often!

Barrel Cannon to Banana Catapult

Land on the board's left Lucky Space, and you'll be boosted to a nearby isle by way of Barrel Cannon. Bananas abound over here—see the next section for details!

Banana Catapult (Lucky Space Area)

This tiny island floats to the left of the main ruins, and can only be reached by landing on the board's left Lucky Space. Over here, Diddy Kong will instruct you to rapidly press A for five seconds.

The more times you press A, the higher you'll be boosted up into the line of Bananas above! Give it all you've got and hammer that A button to nab as many Bananas as you can.

Barrel Choice

This is like shooting Bananas in a barrel!

Cruise to the top of the ruins to reach the Captain Event space. The nearby temple ruins then retract, revealing a row of four wooden barrels.

A bounty of Bananas soon tumbles into the barrels from above, and one of the barrels will receive many more fruit than rest.

The barrels are then shuffled around—if you're the captain, keep your eye on the one that's brimming with Bananas, and don't let Diddy Kong's antics distract you!

The captain gets to choose which player gets which barrel, so take the best one for yourself and let the rest sort themselves out!

When you revisit this Captain Event on your second lap, the barrels will shuffle even faster, and DK will join Diddy in distracting you. Do your best to grab the right barrel!

Barrel Cannon to Spinning Diddies

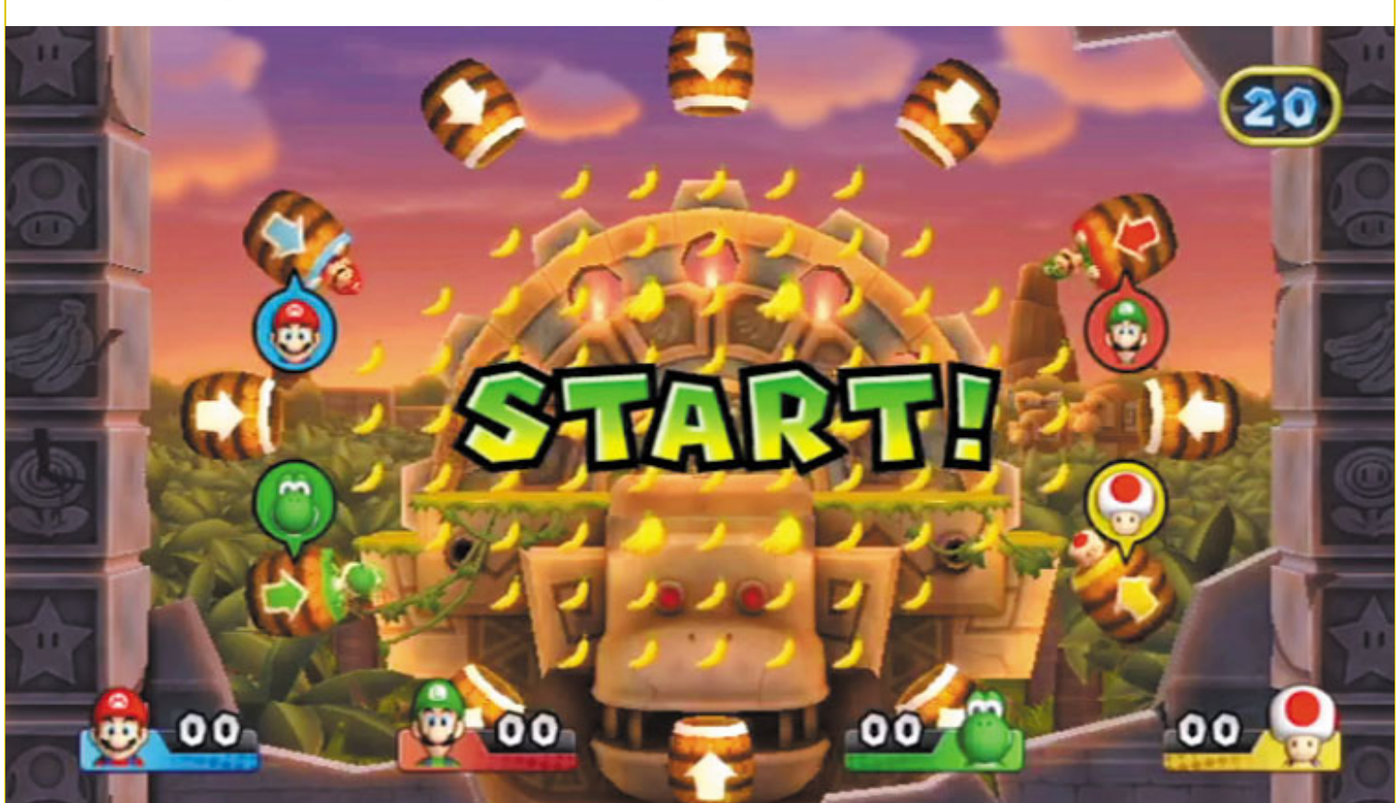
Park on this Lucky Space, and you'll be fired from another Barrel Cannon. This one sends you to a tiny isle to the right—see the next section for more!

Spinning Diddies (Lucky Space Area)
2

This little island lies to the right of the main ruins, and features a trio of spinning statues bearing Diddy Kong's likeness. Watch the statues as they spin, and press A to stop them.

Diddy Kong Mini Game

After making your first lap around the ruins, you get a surprise visit from Donkey Kong. The big ape calls out to his little buddy Diddy Kong, who invites you to play a special minigame!



Diddy leads you to a secret part of the ruins, where a wide ring of barrels surrounds a big spread of Bananas. Each player begins in a barrel. Hold the Wii Remote sideways and press 2 to boost out, grabbing Bananas on your way across the grove!

At first, just keep hammering 2 to quickly boost between barrels and collect as many Bananas as possible.

When the pickings become slim, start using the barrels' guide arrows to line up and launch toward the few Bananas that remain. You may need to zip to another barrel before you can set up a good line of travel, but don't waste too much time!

TIP

The barrels' guide arrows change to the color of the player who's seated inside. This helps you keep track of your character during this wild Banana scramble!

NOTE

If a rival is already seated inside a barrel that you're headed toward, you'll bounce harmlessly off of him or her and land in a nearby barrel instead. Midair collisions are also possible, causing you to tumble off-course!

This mad dash for Bananas ends when time ticks down or there are no more Bananas left to grab. You can score big during this event if you're lucky, so give it all you've got!

NOTE

Whoever happened to be the captain when Diddy Kong's minigame began gets to pocket some bonus fruit at the end of the event. Yum!

3

Toad Checkpoint

4

During your second lap around the ruins, a friendly Toad calls out to you when you reach this spot on the board's left side.

The player with the fewest amount of Bananas gets a Slow Dice Block, which can really turn their luck around here at DK's Jungle Ruins. Use that Slow Dice Block to land on those DK Spaces and rake in the fresh tropical fruit!

CAUTION

Bowser's evil knows no bounds. The big blowhard even shows up here at DK's Jungle Ruins, transforming several spaces into Bowser Spaces when you arrive at the Toad checkpoint.

Use special Dice Blocks to skirt these terrible spots!

Donkey Kong Mini Game

You hear the call of the wild upon completing your second lap around DK's Jungle Ruins. Donkey Kong wants you to follow him to a secret place that's filled with even more fruit!

In this exciting event, a row of barrels lines the ground, with a host of Bananas floating up above.

Hold the Wii Remote sideways and press 2 to blast out of the barrels, then press left or right to steer yourself in midair, aiming to claim as many Bananas as you can!

The biggest bunches hover way up on high. Rocket up to the moving barrel that drifts above the lower hanging fruit, then soar upward to claim even more tropical delights!

Those Bananas just keep coming, so don't stop launching until time runs out. See if you can impress DK with your fruit-harvesting skills!

5

Minigames

Free-for-All Minigames

Welcome to our magnificent Minigames chapter! Here we cover every Mario Party 9 minigame in complete detail, providing plenty of tips to help you score big.

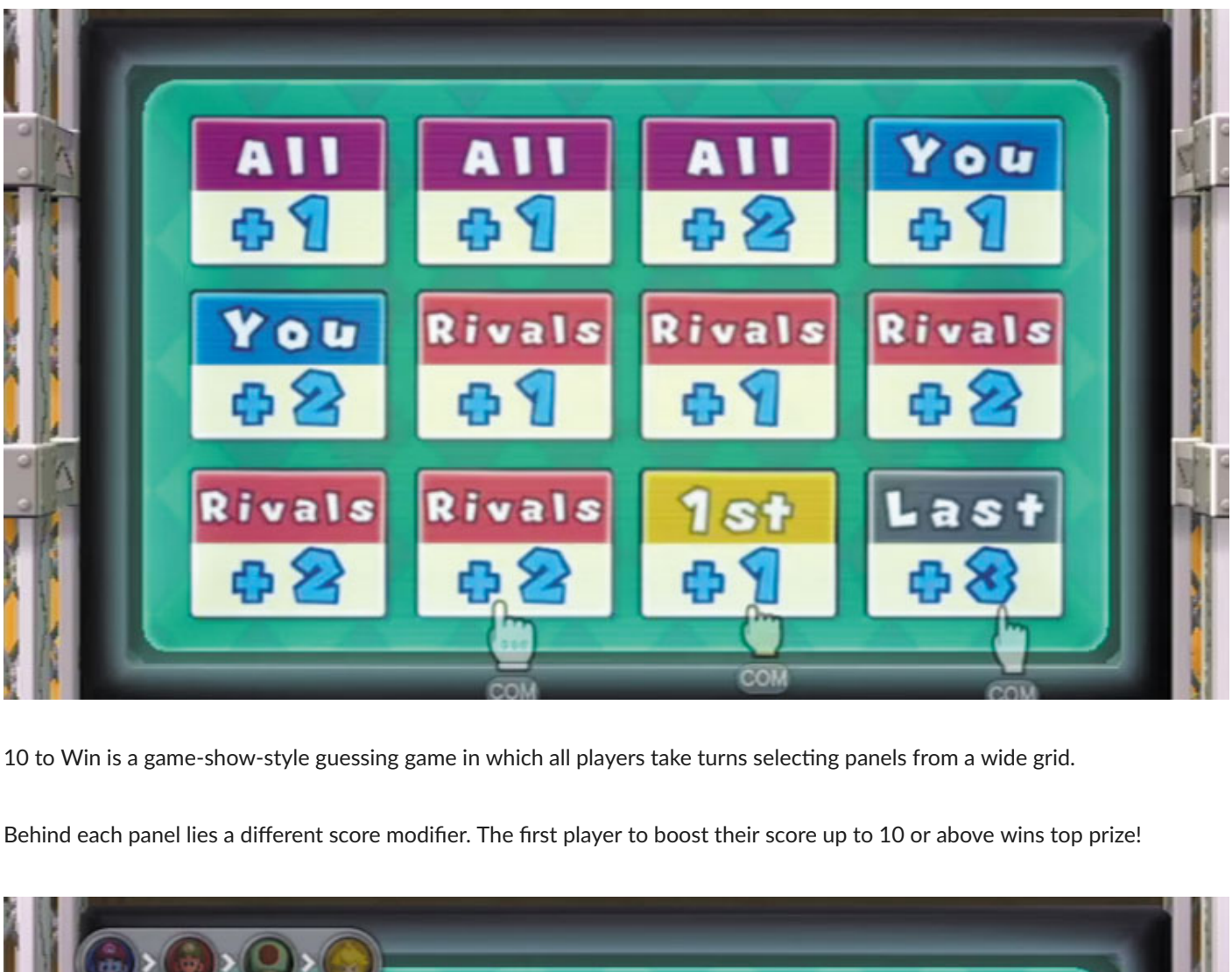
Each of these minigames is a unique and exciting affair, and some of them have some seriously sneaky tricks to learn. Read on and discover what every minigame has to offer!

Most minigames fall into the Free-for-All category. There are 44, to be exact. Up to four players can compete against one another during these exciting events, and to the victor go the spoils!

Minigames
10 to Win

How to Play

Hold the Wii Remote vertically.
Point at the panel you want, and press A to flip it over.



10 to Win is a game-show-style guessing game in which all players take turns selecting panels from a wide grid.

Behind each panel lies a different score modifier. The first player to boost their score up to 10 or above wins top prize!

All the panels are shown to the contestants at the start of each 10 to Win game. The panels then change to “?” logos and are shuffled around, making it tough to remember which ones where which.

Mentally pick out the panel you think is best and try to keep track of it during the shuffle!

The best panels are those that boost your score by a high number. These panels will have your score soaring sky-high in no time!

It’s really tough keeping track of the panels during the shuffle, so this game usually boils down to pure luck.

The game ends the moment at least one player boosts their score to 10 or more. Nobody likes consolation prizes, so here’s hoping Lady Luck is on your side!

Minigames

Ballistic Beach

How to Play

Hold the Wii Remote sideways.
Use the D-Pad to aim your cannon and press 2 to shoot.

Ready to blast some beach balls? In Ballistic Beach, up to four players use a cannon to blast colorful balls that hover way out over the briny blue.

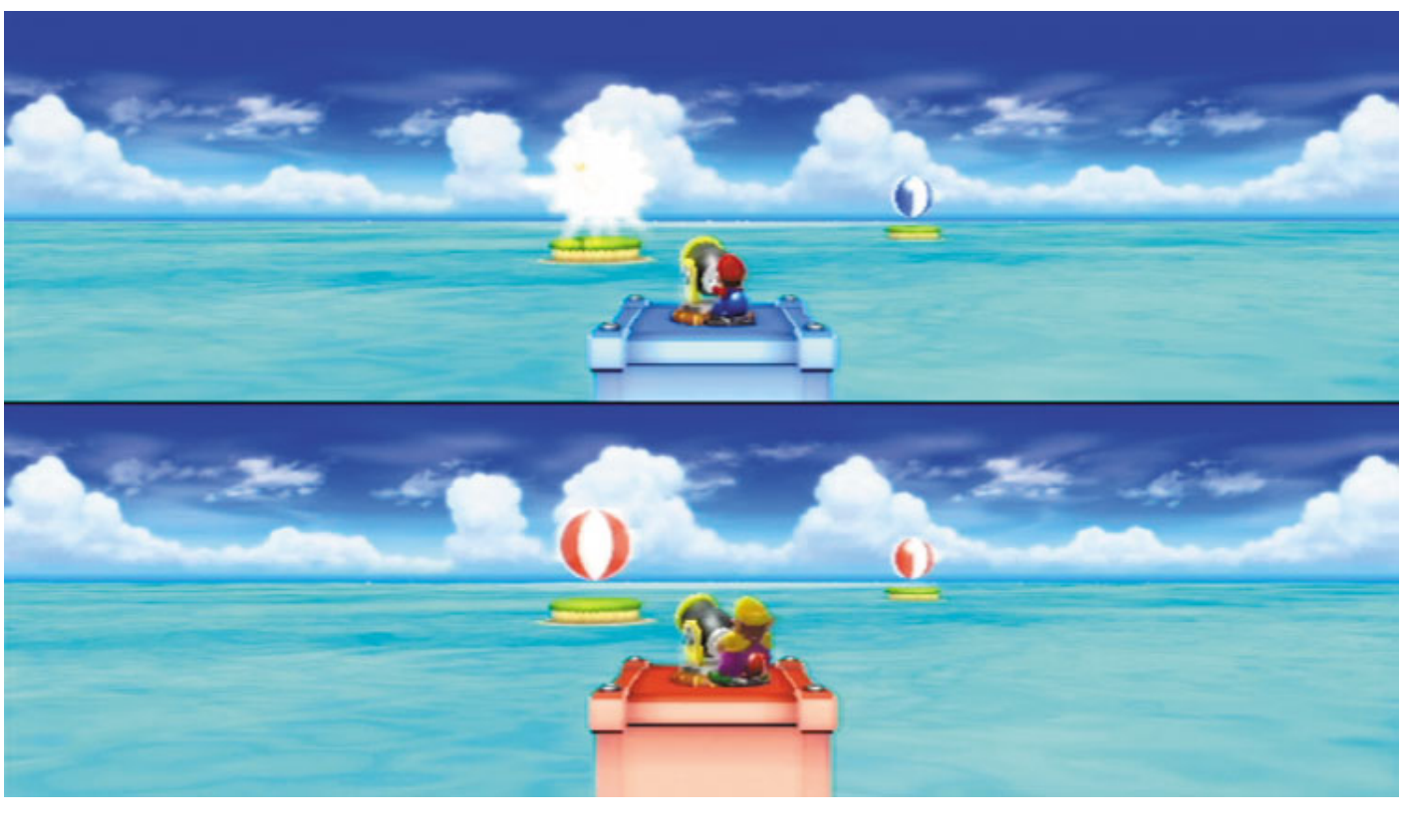
Each player has their own balls to blast, and the event ends the moment a player pops all of their balls!

These cannons are surprisingly sensitive, and it doesn't take much tweaking to drastically change your aim.

Watch where your cannonballs splash down when you miss, then make minor adjustments to compensate. Aim your cannon upward to increase its range—but be careful not to overshoot your mark!

Tip

Start with the closest ball and work your way backward. Nearby targets are larger and easier to hit!



Of course, you don't want to spend too much time lining up the perfect shot. There's a slight reload delay between cannon blasts, so it's best to take the "shotgun approach" and fire your cannon as often as possible.

Just keep blasting away and making minor adjustments until you pop every ball.

Though each player has their own balls to burst, they're all lined up exactly the same to keep things fair. Ballistic Beach is a test of speed and skill, but it becomes easier each time you play.

Once you've gained a feel for the aiming sensitivity, you'll be outshooting your rivals with the ease of an expert!

Minigames

Billistics

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move.

At the top of a treacherously tall tower, a barrage of Bullet Bills come flying at you from all directions.

In Billistics, your sole objective is to avoid being blasted by Bullet Bills. Outlast your rivals to become master of all you survey!

The Bullet Bills are pretty easy to avoid at first, but they soon come in greater numbers as time steadily ticks away.

You'll be bombarded by Bullet Bills before long, and it's nearly impossible to survive the entire length of the game. Just do your best up there—it's a long way down!

It doesn't really matter where you stand on the tower, because you can't fall off, and being struck by a Bullet Bill at any point will send you soaring out of the playing area.

The Bullet Bills come from every which way, so keep moving and be quick to identify safe zones. It's possible to slip between Bullet Bills most of the time, but sometimes you just can't help being hit.

Caution

Steer clear of your rivals, or they might get in the way and cause you to bump into a Bullet Bill!

Try relaxing your vision and taking in the whole screen while playing Billistics—it helps you spy those inbound Bills.

Simply make sure you're nowhere near them as you frantically dash about. Outlast your opponents to bring this towering challenge to an end!

Minigames

Bomb Barge

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move and 2 to jump.

Ready for a rough and rowdy raft ride? In Bomb Barge, all players sail down a rushing river on a small wooden raft, and Bob-ombs quickly begin to rain down from above!

Don't get caught standing near a Bob-omb when it blows or you'll be blasted off the raft. The last player standing is the winner!

Caution

Don't take a tumble off the raft while attempting to avoid the Bob-ombs—the water is way too cold this time of year!

Watch the raft carefully for tiny shadows that signal inbound Bob-ombs, then bolt out of the way as fast as you can.

Running into a Bob-omb before it erupts causes you to kick it a short distance. Try kicking the Bob-ombs toward your rivals to rid the raft of them fast!

Within moments, your raft will be inundated with dangerous explosives. It doesn't take long for the Bob-ombs to blow, so hurry and flee, or kick them away!

When a Bob-omb becomes bright red, it's about to go boom—get out of there on the double!

Jumping can help you dodge the Bob-ombs, and it also helps you leap over pesky players who get in your way.

But don't jump too often or you won't be able to kick those short-fused Bob-ombs out of your path! Bomb Barge minigames are usually short, so just do your best to survive this silly trip downstream.

Minigames

Buddy Bounce

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move.

Ever wish you could bounce around above the clouds? Well, that's just part of everyday life in Buddy Bounce!

During this lighthearted event, you and your rivals get to bound onward and upward, attempting to pop colorful balloons that are each worth points.

The player with the most points after time runs out is declared the winner!

The highest balloons are worth the most points, but you can't reach those rare red balloons without the help of a rival.

Bounce off of a buddy's head to soar up even higher than normal and burst those red 10-pointers!

Tip

Look for rivals who are bouncing out of sync with you—these buddies are your best bets for bouncing way up high!

Although the red balloons are worth the most, the green ones are more plentiful and much easier to reach.This makes them equally valuable, even though they're only worth three points apiece.

Go for the greens whenever you see them, and try to keep away from your rivals so they can't bounce off of you and head for the reds!

The balloons will reappear a few seconds after they've been collected, and you can find a few more hiding offscreen by bouncing over to the far right or left.

Try to keep track of the general direction that you've traveled and be ready to double back for those green and red balloons when they start to return!

Minigames

Bumper Bubbles

How to Play

Hold the Wii Remote sideways.
Tilt left or right to move. Hold 2 to rise.

Ready for more good times in the sky? In Bumper Bubbles, players tilt the Wii Remote to steer their characters as they drift ever upward inside a delicate bubble.

Maneuver into the floating balloons that you see along the way to collect them. Whoever catches the most balloons by the end of the journey will win!

There are many colors of balloons up here, but all of them are worth one point.

Watch out for those giant spiked balls, though—touching one of these obstacles causes your fragile bubble to burst, and you'll lose all of your balloons!

Caution

Keep away from your rivals or they might bounce you off-course and possibly into a spiky ball!

Whenever someone's bubble bursts on a spiked ball, all of their balloons are released. Try bouncing your rivals into the balls, then be quick to claim their balloons before anyone else!

More and more spiked balls begin to appear as time passes, and it's pretty tough to avoid them all.

Expect to lose your balloons once in a while, and try to recoup your losses whenever a rival suffers the same fate.

Keep an eye on the timer and strive to stockpile those balloons during the final seconds!

Minigames

Card Smarts

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to select a card and 2 to confirm. You can change your card as often as you want before the timer runs out.

All right, smarty-pants, let's see your skills shine in a slick game of Card Smarts! In this unique minigame, each player must play one of the cards in their hand every turn.

The player who plays the highest card will win the hand and earn one point. Be the first player to score three points to rake in the win!

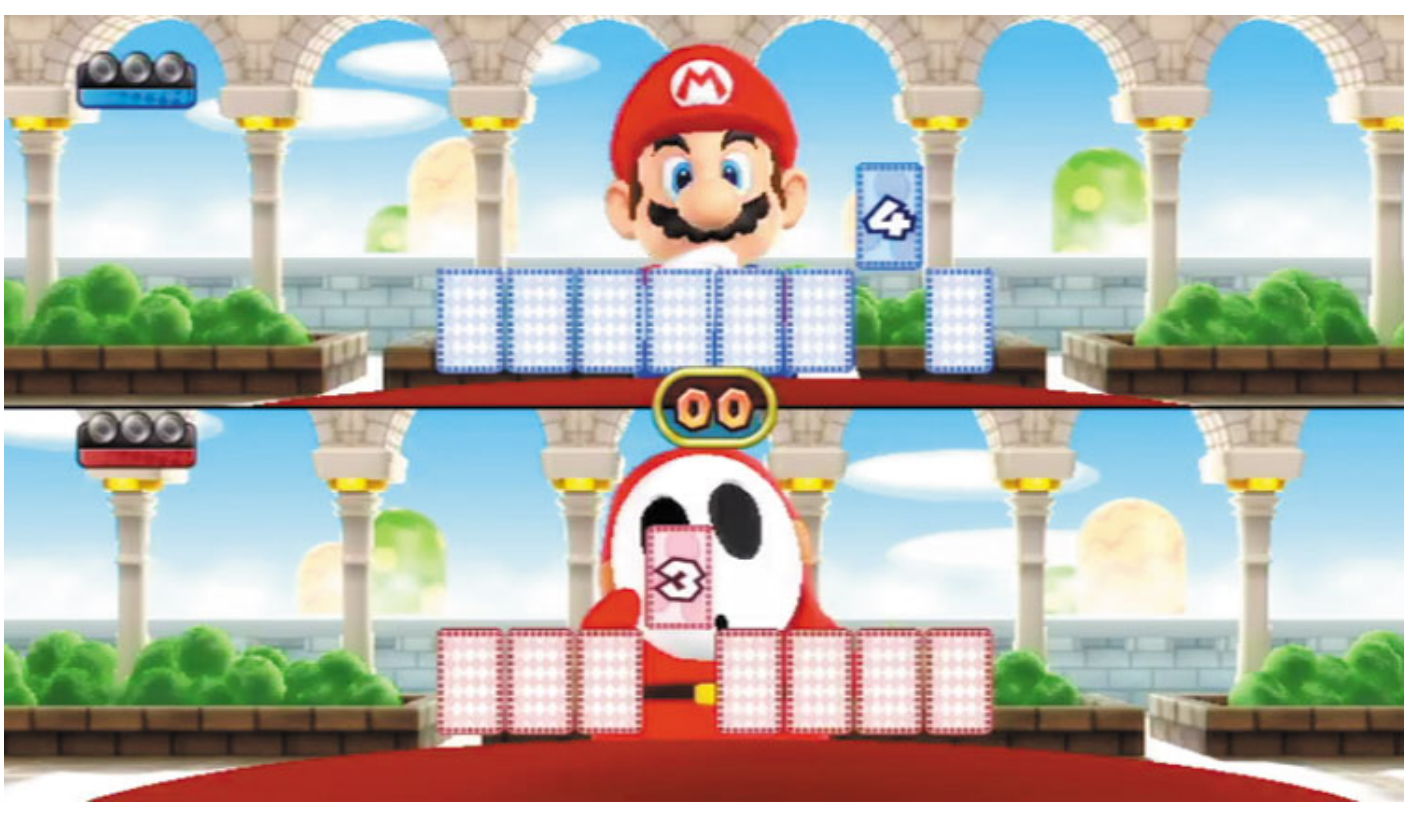
Card Smarts seems simple enough at first, but there's some serious depth to this deceptive event.

Playing your highest cards right from the start might earn you a point or even two, but your cards vanish after they've been played, meaning you might end up struggling to earn that final point if you play all of your high cards too soon.

Watch which cards your rivals are choosing and play only the highest card necessary to win the hand; otherwise you'll waste your best cards too soon!

Note

In the event of a high card tie, nobody wins any points.



Pressing 2 locks in your card selection, but you can move to another card and press 2 again to change your choice as many times as you like.

When time runs out, your selection is made final and the hand is played. Practice bluffing your rivals by locking in one card, then quickly switching to another at the last second!

Tip

Sometimes, fooling your rivals means not changing your card but making it seem like you're about to!

Remember: It doesn't matter if you lose a hand or two, so long as you're the first one to win three hands.

Plan ahead and do your best to trick your rivals, preserving your highest cards until you really need them. And never count your money at the table!

Minigames

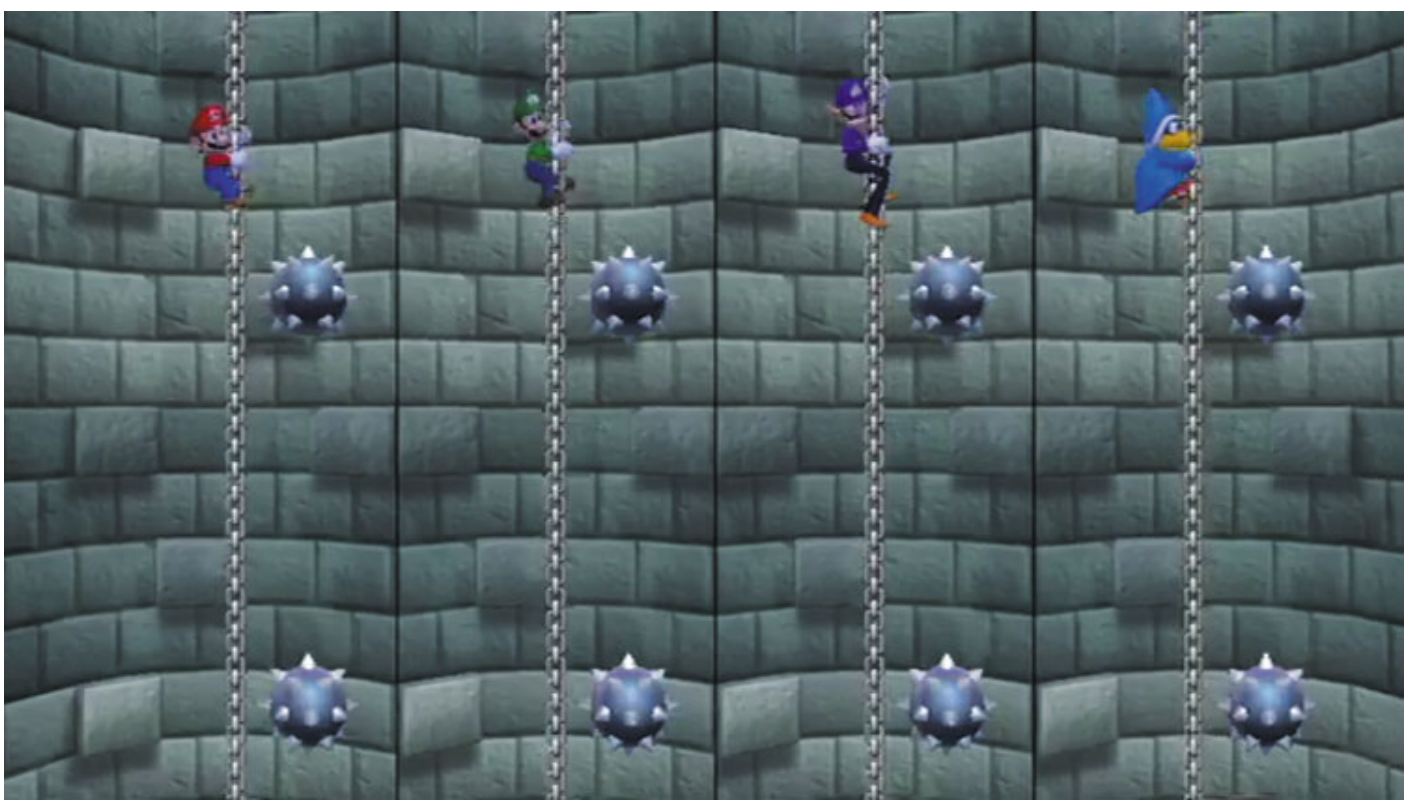
Chain Event

How to Play

Hold the Wii Remote vertically.
Tilt it in the direction you want to move.

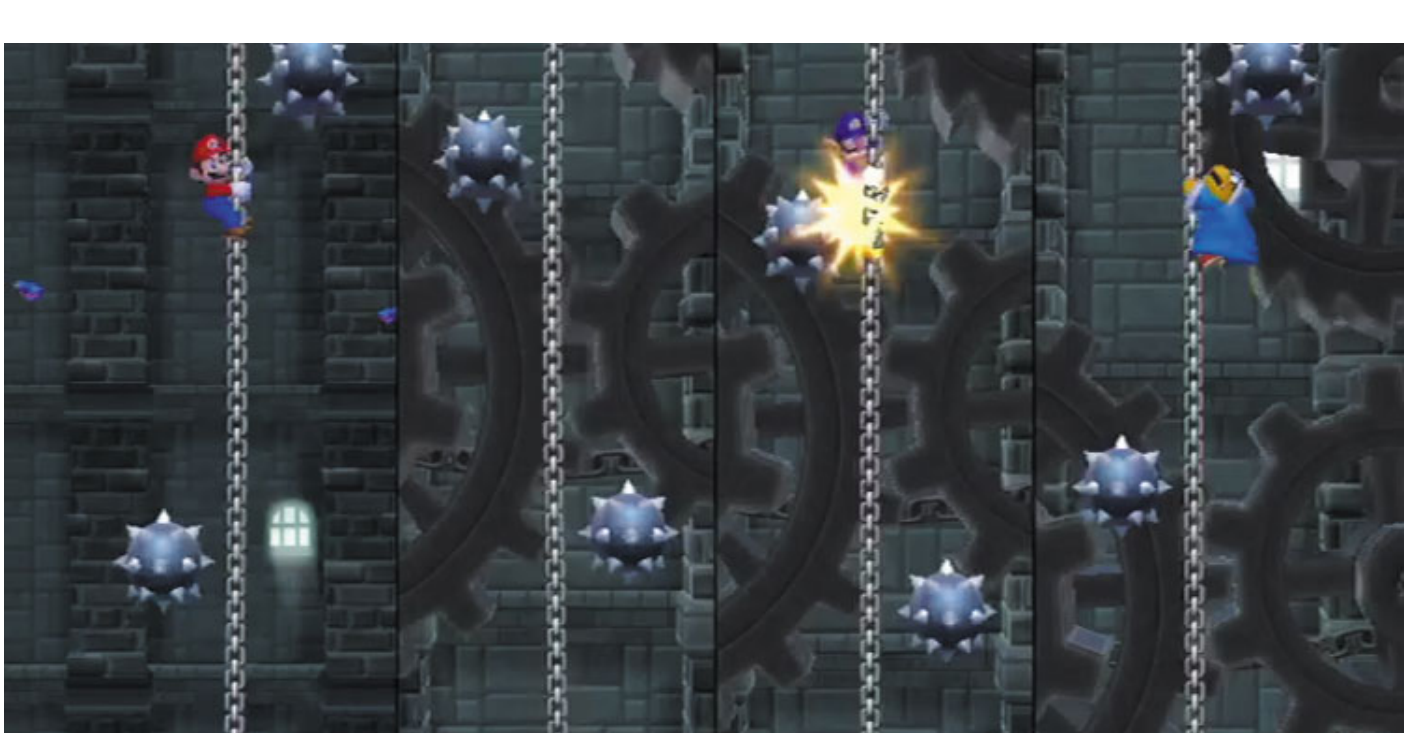
Ladies and gentlemen, this is the Chain Event of the evening! In this lightning-fast minigame, each player tries to zip to the end of their long chain as quickly as possible.

Be the first to reach the bottom of your chain to reign victorious!



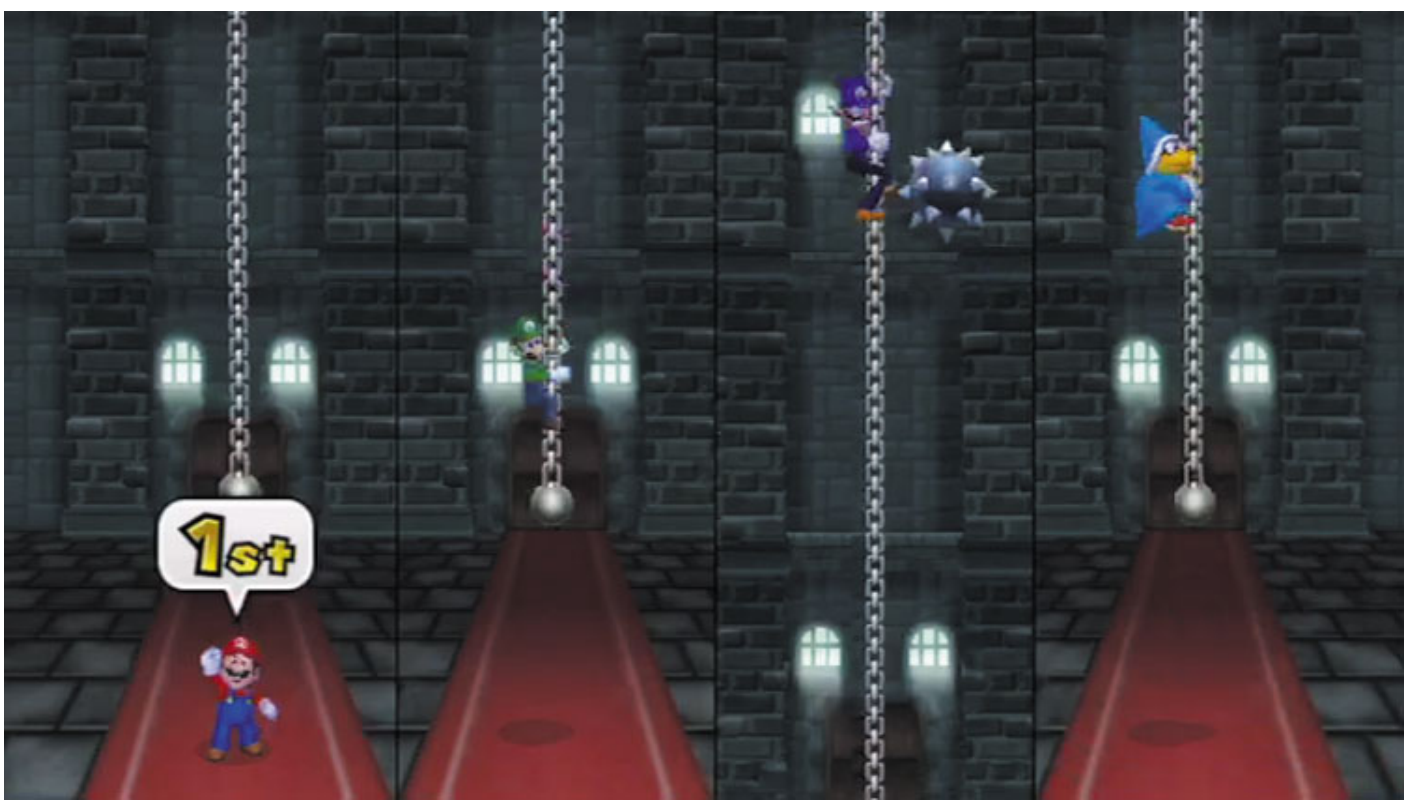
Sounds pretty simple, yeah? Not so fast! Obstacles in the form of giant spiked balls will appear on either side of the chain, and you must be quick at waving your Wii Remote left or right to scoot around the chain and avoid being hit.

Don’t slam into those big ol’ balls or you’ll slow way down!



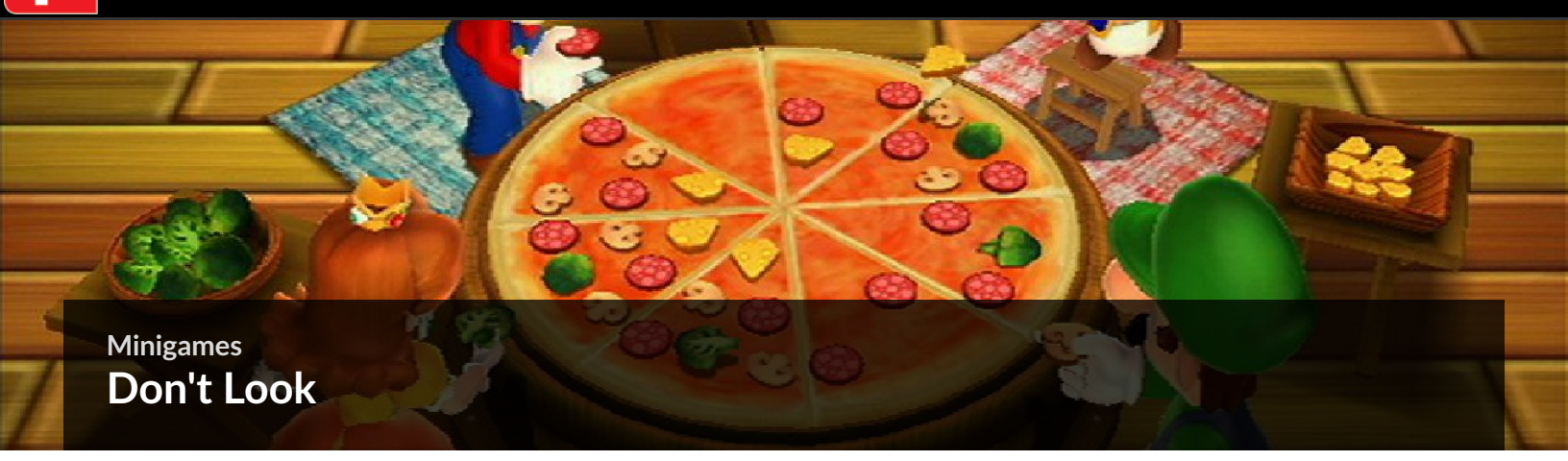
At first the spiked balls are pretty easy to avoid, but they become more and more challenging to slip past as you begin to gain momentum.

It’s a long way down to the bottom of your chain, so keep your eyes locked on the bottom of your screen and do your best to skirt those dangerous spikes!



Each time you smack into a ball and are forced to slow down, take a second to peek over at your rivals’ progress.You can tell how far along they’ve traveled by looking at their backgrounds.

First you speed past gears as you near the middle of the tower; then you’ll start seeing lots of windows toward the bottom. Land on that red carpet before anyone else and strike your most victorious pose!



Minigames

Don't Look

How to Play

Hold the Wii Remote vertically.
Swing the Wii Remote up, down, left, or right to control which direction your character looks.

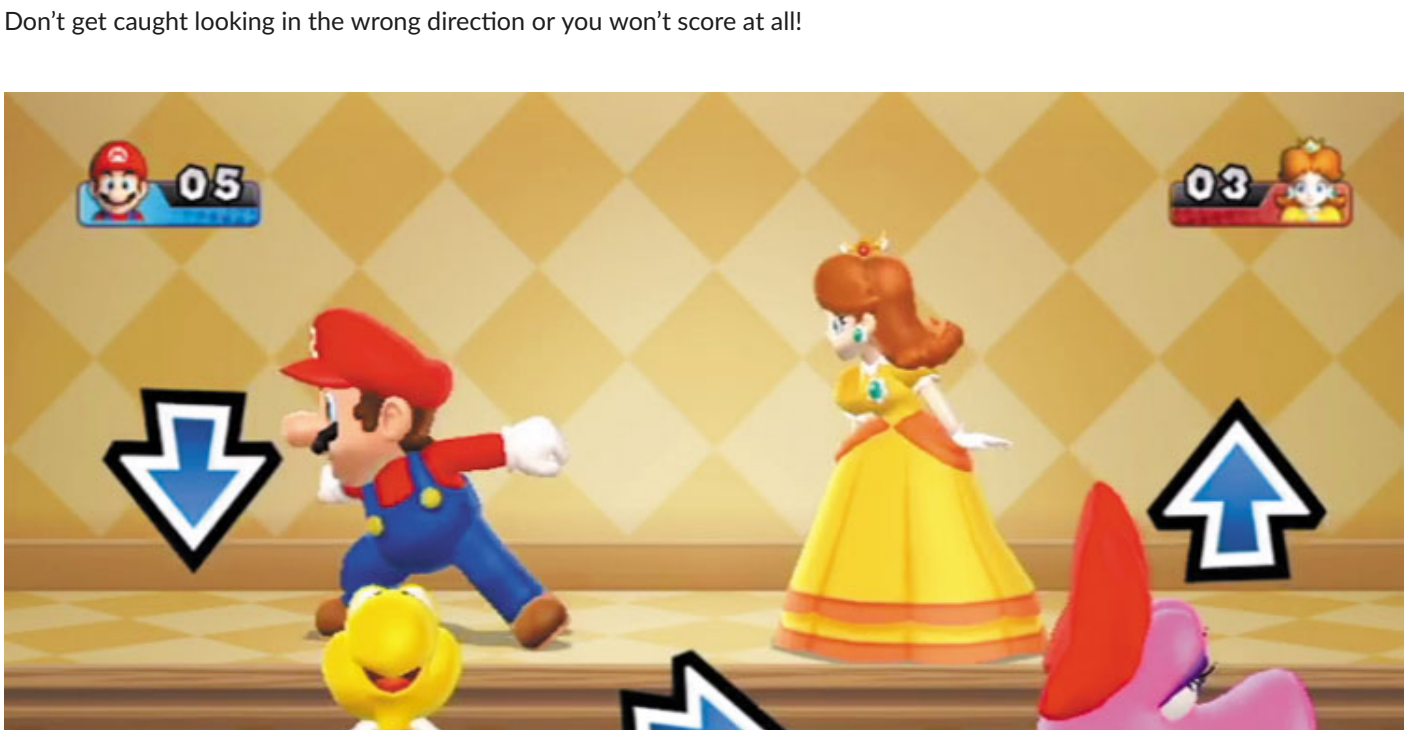
Everyone knows that it's not polite to stare, and this age-old piece of etiquette is exemplified in Don't Look, a hilarious minigame in which your goal is to glance in a different direction than the tricky arrows that appear onscreen.

Points are awarded each time you gaze in an acceptable direction—keep your eyes on the prize and win the game!

Simply wave the Wii Remote up, down, left, or right to make your character peer in the desired direction.

You get only one chance to glance, and there's just seconds to make your decision. Each time you look in an acceptable direction, you earn one point.

Don't get caught looking in the wrong direction or you won't score at all!



There are ten rounds to Don't Look, and more and more onscreen arrows will appear as the game advances. By the seventh round, there will be only one proper direction in which to peer!

Those sneaky arrows attempt to trick you by appearing on various sides of the screen; for example, an arrow that's pointing up may appear on the screen's bottom, messing with your head and making you think you need to look up to avoid the arrow.

Don't pay attention to where the arrows pop up—only notice the directing in which they're pointing. Now you're looking good!

Minigames

Flinger Painting

How to Play

Point the Wii Remote at the area you want to hit with your paint.
Press A to shoot. Hold A to charge up a large paint shot. Release A after charging to fire.

Few things are more enjoyable than making a big, colorful mess. In Flinger Painting, that's exactly your goal!

Hurl huge gobs of colored paint at a wide canvas, hoping to cover more area with your color than your rivals. Pile on that paint to perfect your masterpiece!

Tapping A will hurl a good-sized gob of goo onto the board, but you can't beat holding A to charge up a really big blast.

Watch as your targeting cursor expands, then release A to unload a massive gob! Try to get the timing down so that you're spraying the board with plenty of paint as often as possible.

Note

Don't rely on the sound your Wii Remote makes as you hold A to charge up a shot.

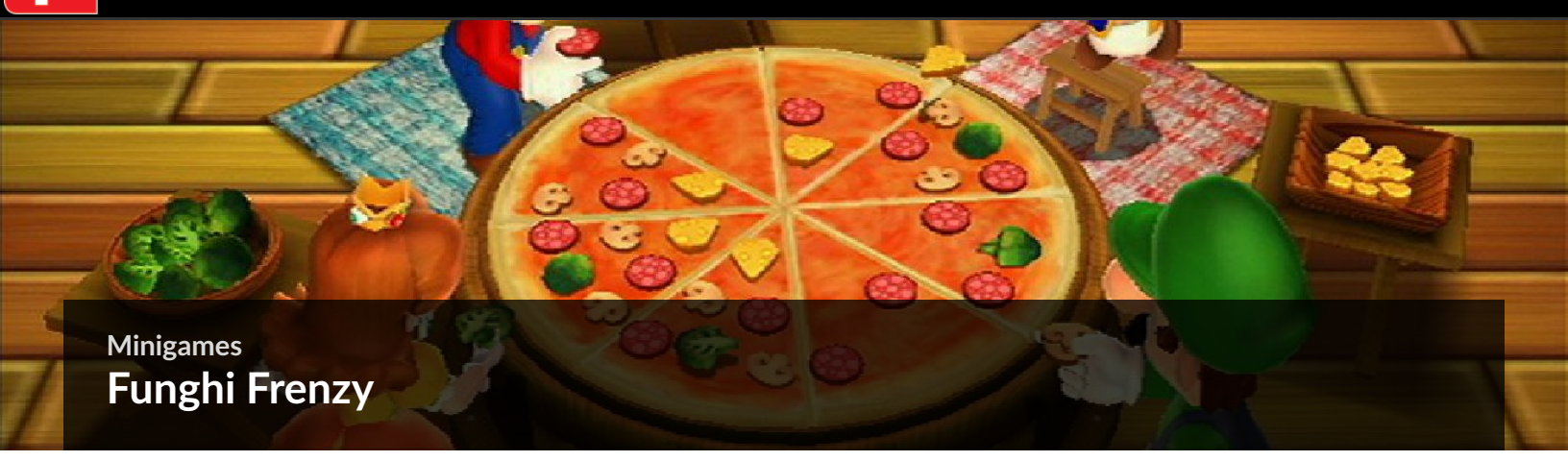
The sound keeps playing even after you've reached maximum splattering size, so pay attention to your cursor instead!

Most players will mistakenly attempt to cover the middle of the canvas early on. That's the work of amateurs!

The center is an easy target, so shoot big gobs at the board's edges and corners instead, filling in those blank areas as you spread your color more evenly across the canvas. What an eye you have!

When the final seconds begin to tick down, the time comes to touch up your rivals' work. Charge up a big blast and try to be the last one to land a huge gob of paint on the board.

Aim to cover up whichever of your rivals' colors is most prevalent to snatch away the victory. Priceless!



Minigames

Funghi Frenzy

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move, 2 to jump, and 2 while jumping to perform a ground-pound.

This minigame makes you motor around in a mad dash for mushrooms! During Fungi Frenzy, you compete with your rivals to dig up mushrooms from beneath special panels on the ground.

The player who gets their hands dirty and unearths the most mushrooms will be the victor!

Fungi Frenzy plays out over three rounds. At the start of each segment, the mushrooms that hide beneath the panels are briefly displayed.

Look for groups of three and take stock of where your character is standing, then go after the most mushrooms that are within easy reach.

To expose mushrooms from beneath a panel, simply press 2 to jump and then hit 2 again to come crashing down with a ground-pound.

The mushrooms will then be added to your total. Hurry over to another nearby panel and start pounding away!

Tip

Tap 2 as fast as possible to perform short ground-pounds that will get you those mushrooms more quickly.

Jump high and press 2 to perform a larger ground-pound that can flatten your rivals, hampering their harvest!

Fast reflexes and a keen memory are your best friends during Fungi Frenzy. Play hard in those gardens and grab all the mushrooms you can carry.

Stuff 'em into your pack and maybe cook them up a little later as a snack!

Minigames

Goomba Bowling

How to Play

Hold the Wii Remote vertically.
Press A to switch between your position and your angle. Press the D-Pad to adjust the two. Swing the Wii Remote while holding B to throw the shell.

It's the Mushroom Kingdom's favorite pastime, Goomba Bowling! In this skill-based minigame, players take turns heaving hefty shells down a long lane filled with moving Goombas.

Whoever hits the most Goombas wins the match!

Your success at Goomba Bowling hinges entirely on your setup. First, watch carefully how the Goombas are moving, then adjust your position and throwing angle accordingly.

Try to line up so that your angle matches the line that the Goombas form as they shuffle back and forth.

Once you've found the right position and angle, hold B and swing the Wii Remote just like you would if you're throwing a bowling ball.

If you set it up perfectly, your shell will smack into every Goomba, bounce off one of the walls, and continuing hitting Goombas all the way to the alley's end!

Tip

Throw your ball a little early to give it time to travel and hit the first Goomba head-on.

Goomba Bowling takes some getting used to, so use the practice mode and perfect your skills. The Goombas move at different speeds and angles each turn, so no one setup will work every time.

Each player gets only one throw as well. Pat yourself on the back if you manage to score that elusive 20-Goomba strike!

Note

Love Goomba Bowling? An even more engaging version of this minigame can be played at the Extras menu!

Minigames

Goomba Spotting

How to Play

Hold the Wii Remote vertically.
Press A once for each Goomba you count.

I spy with my little eye...a whole crew of Goombas! In Goomba Spotting, your goal is to tally up the total number of Goombas that you see sprinting across a narrow field.

The player who comes the closest to the exact count wins!

Goomba Spotting might sound simple, but those Goombas are a wily bunch. At first, only a few Goombas stroll across the clearing; then they start sprinting past in big, speedy waves!

Press A each time you count a Goomba, but press A only once per Goomba you spy; otherwise your count will be way off!

Caution

Critters other than Goombas will move through your view as well. Don't press A for these silly pranksters! Only Goombas are worth counting.

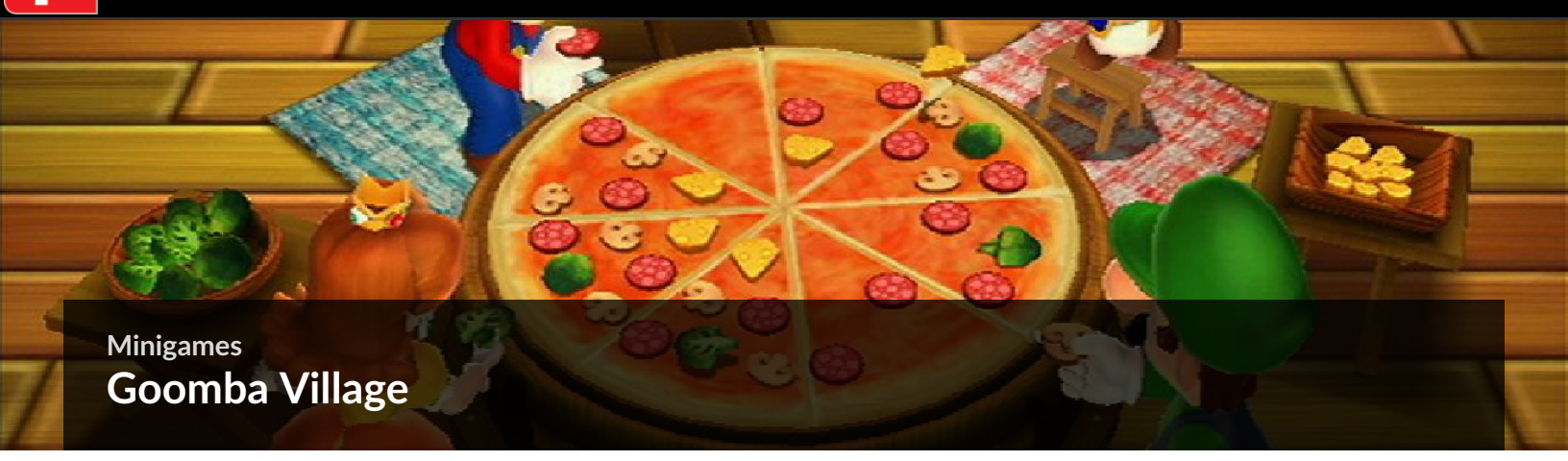
Tip

Press the Home Button and turn down the volume on your Wii Remote speaker if you don't want your friends to hear your button presses.

Some Goombas will even stand atop one another and move past your view in a teetering stack.

These guys can be tough to count, but do your best to press A for every Goomba in the group. And don't let them distract you from any other Goombas that zip past at the same time!

The Goombas all line up after the event ends, and everyone's total button presses are revealed. Did you manage to count them all? If so, congratulations—that's no easy feat!



Minigames
Goomba Village

How to Play

Hold the Wii Remote vertically.
Point at the Toad House you want to choose, and press A to confirm.

Good grief, it's a whole Goomba Village! In this unique minigame, a host of Goombas will run through the streets of their humble hometown, each one bolting into one of five houses.

Be the first player to pick the house that holds the most Goombas to ensure your entry into the local neighborhood watch!

Just look at those Goombas go! Something really scary must be chasing them. Relax your vision and try to take in the whole crazy scene as the Goomba horde rushes into their different homes.

Tip

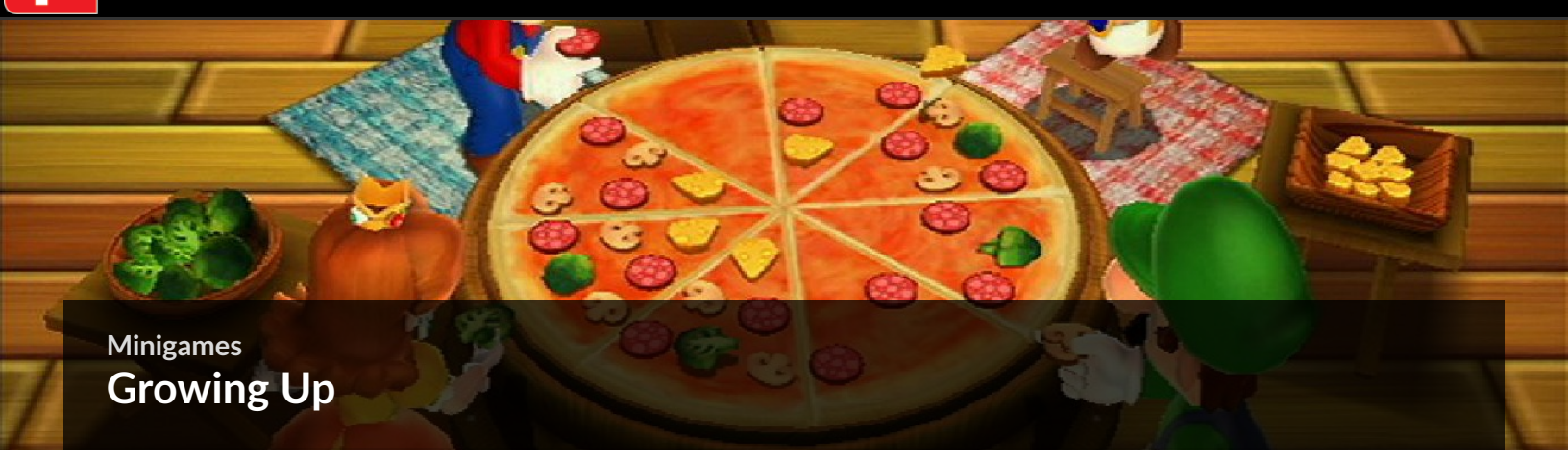
Each house gives a little bounce when a Goomba enters. Pay attention to those houses to see which ones are really rocking!

The Goombas spread themselves out fairly evenly, but a few houses will be left without quite as many Goomba guests.

Work backward in your mind as you watch the Goombas zoom and the houses bounce, and mentally eliminate any houses that don't seem to be bursting with very many of these little baddies.

By the end of this zany minigame, you'll likely have narrowed your choices down to one or two homes.

Each player can choose only one house, so be quick to make your selection before a rival steals your top pick! Guess right and those Goombas will really be impressed—for whatever that's worth!



Minigames

Growing Up

How to Play

Hold the Wii Remote sideways.
Depending on the button that appears onscreen, press the D-Pad, A, B, 1, or 2 to make your vine grow.

Growing Up...it happens to us all. But you won't find any growing pains in this lively minigame! In Growing Up, you must be quick to press the right buttons that appear onscreen in an effort to make your vine grow taller.

The player with the tallest vine at the end of the event will tower over their peers!

Watch as the icons on the central block spin by like a slot machine. When the all that spinning stops, quickly press the button that's shown on the block to make your vine grow.

The first player to guess correctly will grow their vine the most, while guessing wrong means no growth at all.

The icons will spin by faster or slower and for different lengths of time each turn. Don't try to anticipate when they'll stop; just be ready to hit the correct button the moment that they do.

There are five different button possibilities, so be prepared to press any button on your Wii Remote—even that tough-to-reach B button on the underside!

Note

When the D-Pad icon shows up on the block, pressing in any direction on the D-Pad will work.

Because the vines grow so high offscreen, it's tough to tell who's in the lead during close Growing Up matches.

Don't worry about your rivals' progress—just keep guessing correctly to keep growing your vine higher and higher. Gotta love the view from the top!

Minigames

Jigsaw Jumble

How to Play

Point the Wii Remote at the puzzle piece you want to take, and press and hold A.
While still holding A, move the piece to the missing area and release A.

This is a fast and fun puzzle game! In Jigsaw Jumble, your goal is to complete a series of five puzzles faster than your rivals. Think you can finish this formidable task the fastest? Sure you can!

Only one piece is missing from each puzzle, but several spare pieces appear nearby. One of the presented pieces turns out to be the perfect fit—the others are just there to confuse you!

To try fitting a piece, simply point at it and press and hold A, then drag it to the missing spot and release A. Did it fit? If not, hurry up and try again!

The first few puzzles are pretty easy, but things become more challenging as you progress. More and more spare pieces are presented, making it tough to pick the right one right away.

It helps to choose the proper shape first; this lets you narrow your search and eliminate some of the false pieces. Now start looking at the pieces' patterns to seal the deal!

Tip

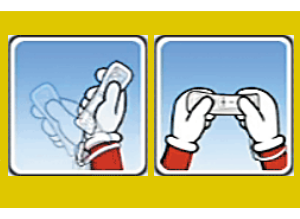
There's no penalty for guessing wrong, so in a pinch, just start throwing pieces at that pesky puzzle!

The dots next to each player's portrait indicate how many puzzles they've completed. Piece all five of those puzzles together before your rivals and claim the top prize!

Minigames

Launch Break

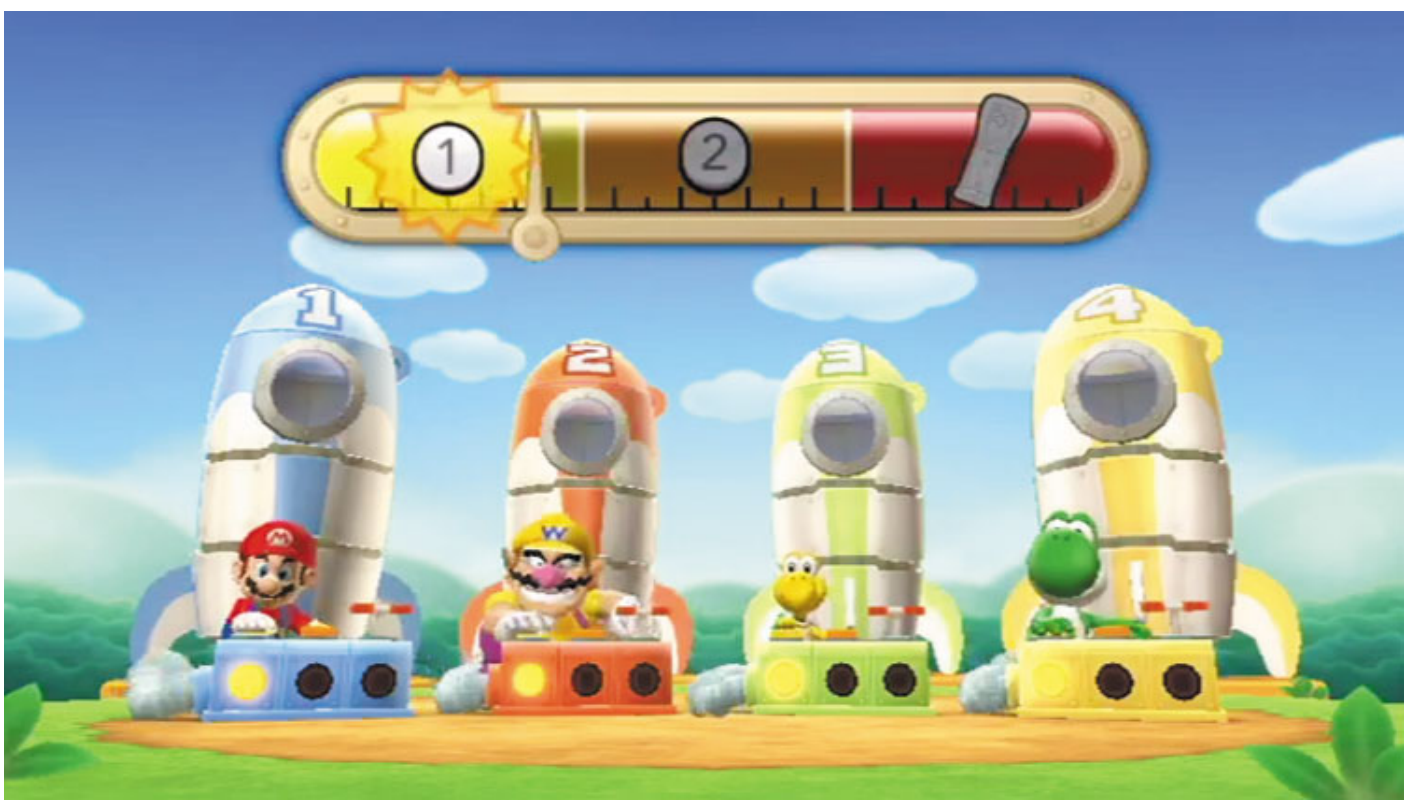
How to Play



Rapidly enter the controls seen on the Energy meter at the screen's top:
first 1, then 2, and finally, shake the Wii Remote.

Few things are cooler than rockets, especially when you get to launch one yourself! In Launch Break, each player must rapidly enter three different commands in an effort to launch a three-stage rocket.

Whoever enters their commands the fastest will soar to the greatest heights!



This challenge is a button-masher's dream. Simply watch the meter at the screen's top and press the indicated button as fast as you can to juice up your rocket's engine.

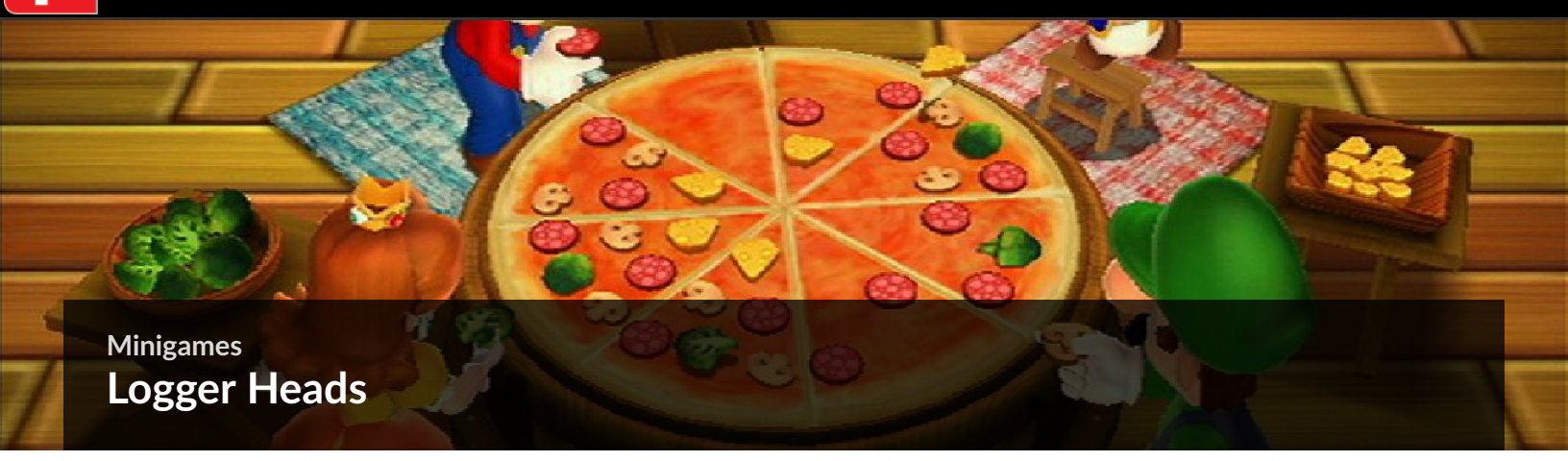
Keep hammering that button until the meter moves to the next segment, then quickly switch to the next button and continue tapping away!

Every second counts, so quickly make your transition between the different buttons.

In a close match, the switch from pressing 2 to shaking the Wii Remote becomes a critical moment—flip that controller over as fast as you can and shake it like you've never shook before!

When the meter finally reads full, all of the rockets blast off in unison. As the shuttles streak gloriously toward the heavens, they begin to initiate their three-stage boost protocols.

Players who weren't quite so fast at this button-mashing madness soon begin to sputter and fall behind, leaving only the fastest masher to boldly go where no one has gone before!



Minigames

Logger Heads

How to Play

Hold the Wii Remote vertically.
Swing the Wii Remote downward to chop with your ax. When a Bob-omb appears, press and hold A to duck and avoid the explosion.

Hey there, Jack, want to cut some lumber? In Logger Heads, you get to learn the value of an honest day's work.

Swing your Wii Remote like an ax and chop each log before your opponents do the job for you. The first player to split three hunks of wood will find a bonus in their next paycheck!

Wait patiently with your ax poised at the ready while a curious wooden fellow takes his time picking out the perfect piece of wood.

The moment he lays down a block, hurry and swing your Wii Remote downward to hack it in half with your trusty ax!

Beware: Sometimes the little wooden fellow will place a dangerous Bob-omb on the chopping block instead of a chunk of wood. Does that guy need glasses or what?

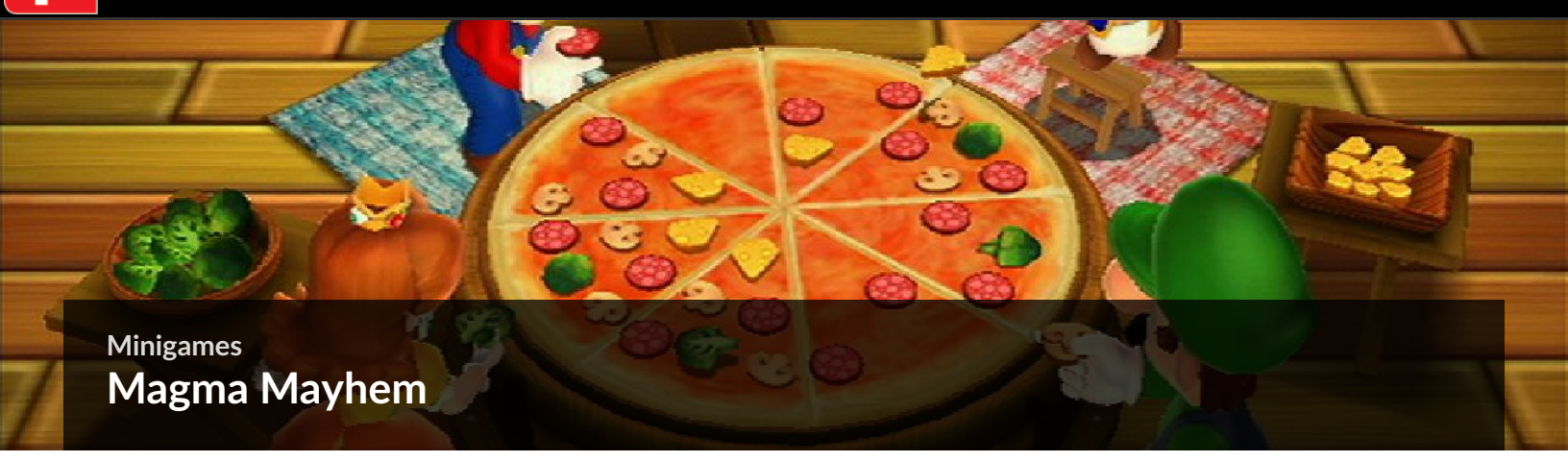
Wait, never mind what he needs—you need to hurry up and press 3 to duck for cover before that Bob-omb blows!And perhaps later, a long talk with the safety supervisor might be in order.

Caution

Be careful not to swing your ax at a Bob-omb or it'll blast away one of your progress points!

Chopping wood sure is hard work, but the faster you cut, the sooner your hard day's work will be done.

Always be ready to swing your Wii Remote downward at any given moment, but keep your thumb over that A button just in case a Bob-omb appears on the block. Now put your back into it!



Minigames

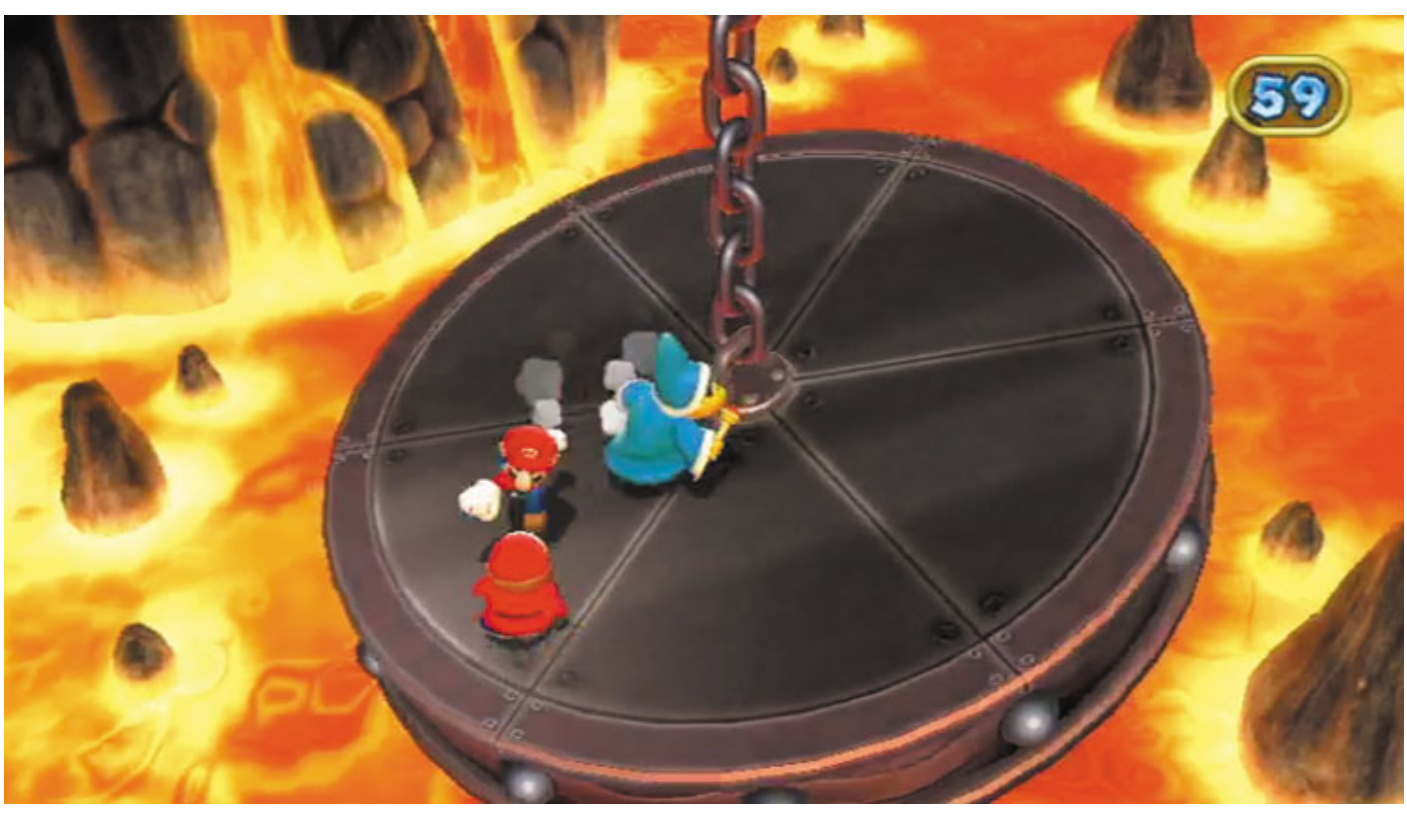
Magma Mayhem

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move, 1 to punch, 2 to jump, and 1 while jumping to kick.

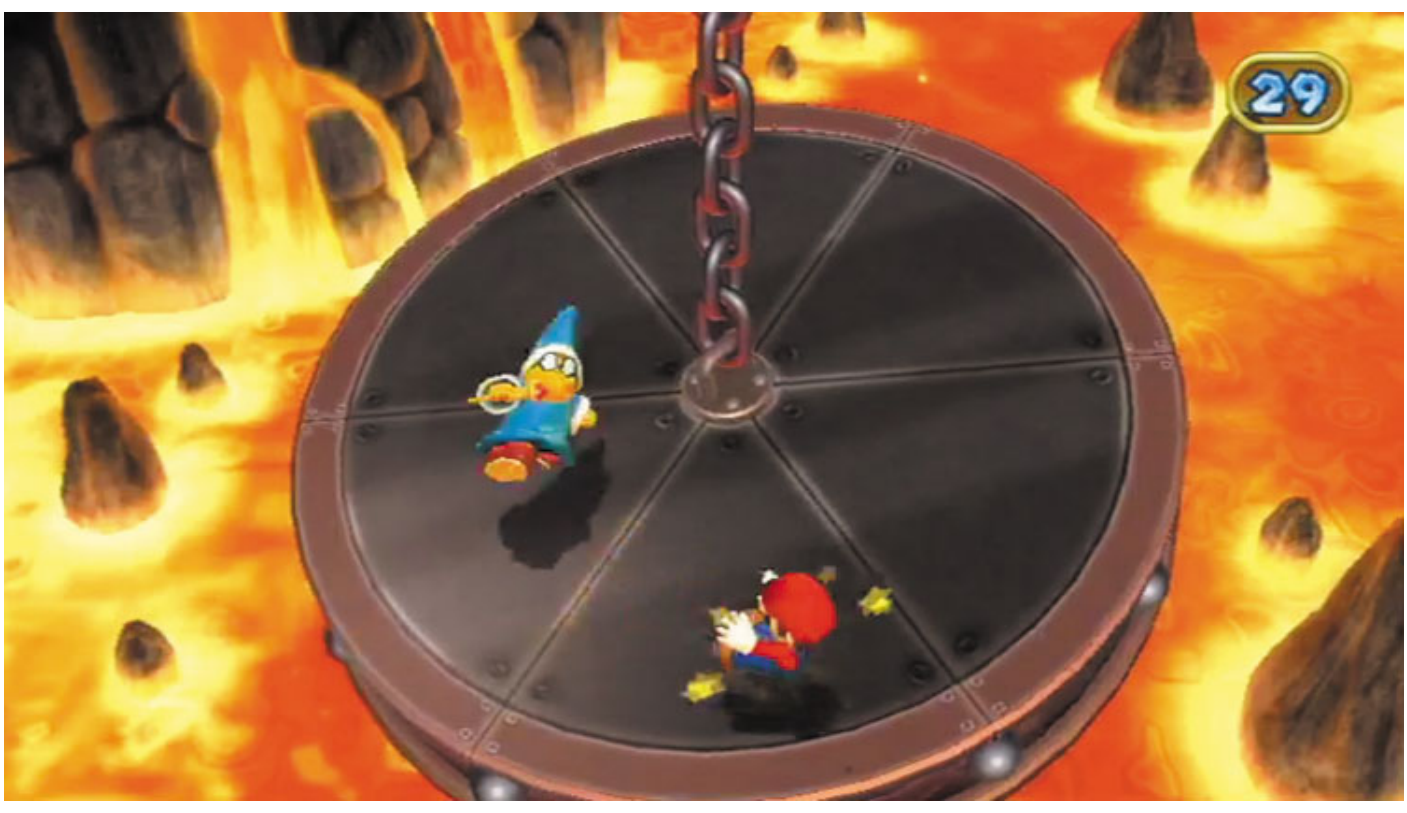
The heat is on during Magma Mayhem! In this frantic Free-for-All, players battle it out atop a teetering platform that's suspended above a huge pool of liquid-hot magma.

Throw punches and kicks in an effort to knock off your opponents and be the last player standing!



This treacherous iron platform is suspended by a central chain, meaning it will lean like a balance beam under the players' weight.

Do your best to keep away from the edges as you sprint around the center, and jump when you're near the edge to escape a fiery fate!



Of course, knocking your rivals around is also important, because they'll be trying to do the same to you.

Pressing 1 to throw a punch is all well and good, but your fisticuffs don't pack much of a wallop. Instead, try pressing 2 to jump, then quickly press 1 in midair to unleash a powerful dropkick!

You can boot players much farther than you can punch them, making kicks the ideal method of rival disposal.

Note

Players are granted a brief moment of invincibility after being punched or kicked, so if your first hit doesn't cause a fall, back off before trying again.

By the same token, take advantage of your invincibility and go on the offensive without fear!

Tip

If you're quick to press 1 immediately after jumping, you can unleash a short kick that will strike standing opponents just like a punch!

With a small teetering platform and a bunch of rowdy rivals to worry about, Magma Mayhem certainly is a pulse-raising affair.

Keep to the center whenever possible and use quick kicks to knock your opponents into the unforgiving lava below. Hey, it's survival of the fittest up here!

Minigames

Manor of Escape

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move. Press up on the D-Pad while standing in front of a door to enter.

What a creepy old building this is! In Manor of Escape, your goal is to pick the right path to the exit door at the bottom of the mansion.

Do this by entering the many doors you find on each floor until you find the right one. The first player to flee through the exit door will be the winner!

Each time you enter a door, you'll emerge from another one in disorienting fashion. Usually you end up stepping out of a different door on your current floor, but when you pick the right portal, you'll pop out of a door on the floor below.

Keep this up until you manage to make your way to the bottom!

Note

There's no chance of moving upward through the manor—it's only possible to work your way down.

You could rush randomly from door to door, trying them all in any order, but it helps to have a system. Running around wastes time, so from the start of the event, simply enter the nearest door to your character.

Then, each time you emerge from a new door, immediately press up on the D-Pad to turn around and reenter it.

You'll end up popping out of yet another door—just keep on pressing up on the D-Pad to check all the doors as fast as you can!

When you emerge from a door that you've already entered, you'll have to run over to another—there's no sense in checking the same door twice!Keep track of the doors you've been through so you don't waste time retracing your steps.

Pay attention to your rivals, too, and be quick to give chase when they manage to find the right door before you.Don't stop moving through the manor until you finally escape this freaky place!

Minigames

Mecha Choice

How to Play

Hold the Wii Remote sideways.
Press A, 1, or 2 to choose between the different routes. You can change your pick until time runs out.

What's this? Another creepy old building full of doors! But in Mecha Choice, you've got more than just doors to worry about—a huge Mechakoopa army is hot on your heels!

To survive this suspenseful scene, you've got to pick the right path at every junction. Choosing wrong leads to a dead end—and that's not the kind of place you want to wind up here!

You have a choice of three doors at every junction. Two of these doors will lead you to the next chamber, but passing through the wrong one will end your romp. Let's hope that doesn't happen!

Because you never know which door leads to where, this event boils down to pure luck. Should you follow your rivals through the same door, or do you prefer to blaze your own path into the unknown?

You can change your choice as many times as you like before time expires—then the Mechakoopa horde will be upon you, and it's time to mosey!

If your luck holds out, you'll keep making the right decisions and progressing through this creepy abode.

All you need to do is survive longer than your rivals to achieve victory. Here's hoping you don't wind up Mechakoopa food!

Minigames

Peak Precision

How to Play

Hold the Wii Remote sideways.
Press the D-Pad, A, 1, or 2 to match the icon on the handholds to climb.

Peak Precision is a fun minigame that favors players who love rapid button-input combos.

In this event, your goal is to climb a sheer cliff by pressing the correct buttons as quickly as possible. Be the first to reach the top to stand tall and proud in victory!

Simply press each button in sequence to grab each handhold and climb higher and higher. You can hit those buttons as fast as you like, so get into a rapid rhythm and shoot for speed!

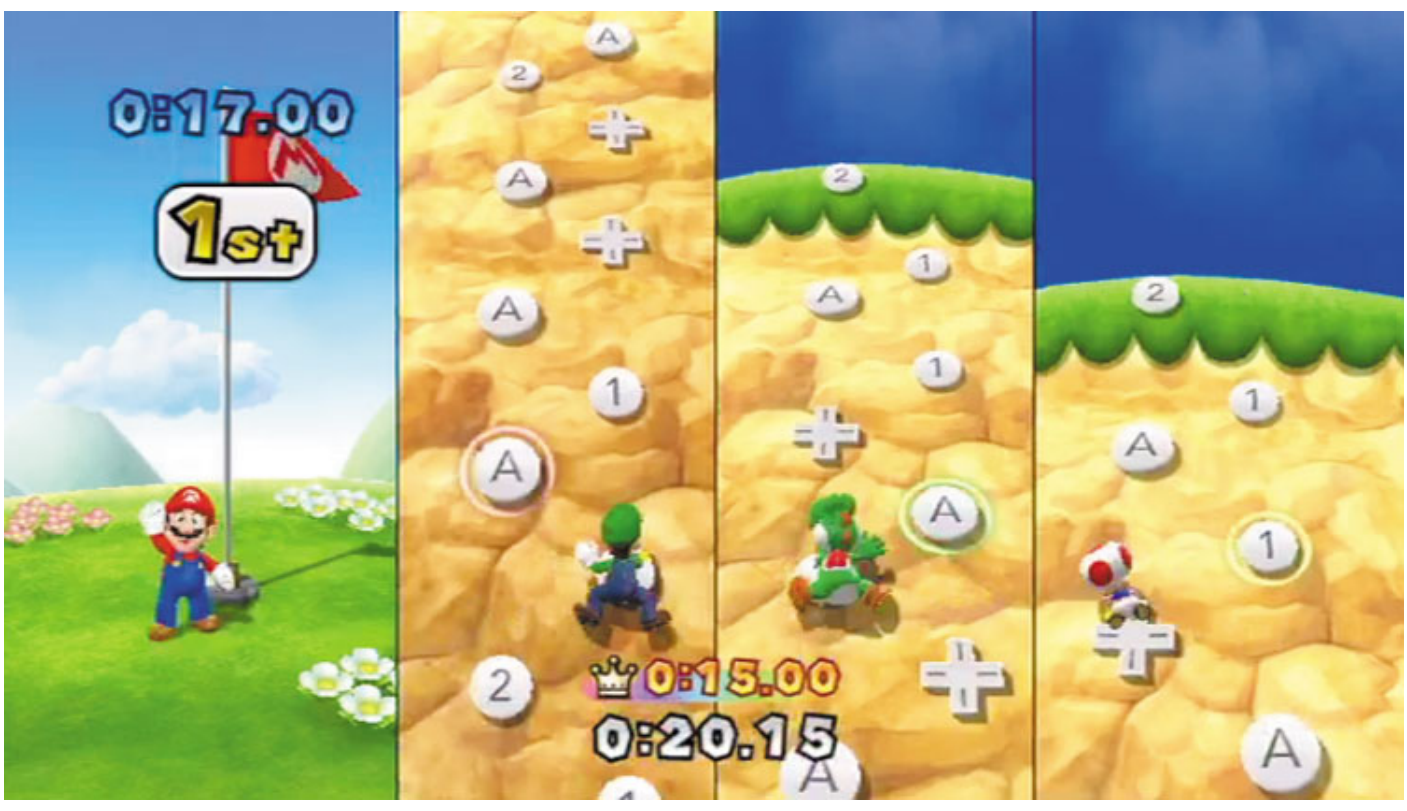
You can see several buttons ahead of you—this can help you prepare for each button as you quickly climb the cliff.

Note

You can press any direction on the D-Pad when you see a the D-Pad handhold.

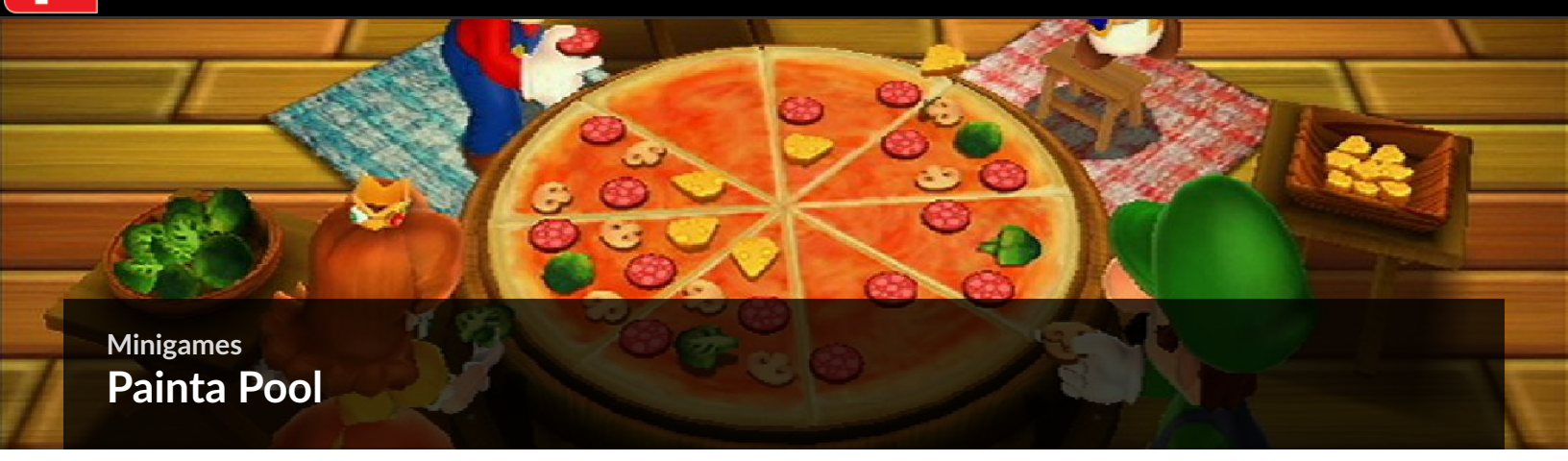
Careful: Pressing the wrong button will make you slide back a spot! This can really mess you up, because now you have to enter the previous button again just to get back to the point from which you fell.

Missing buttons slows you down, and it forces you to input extra commands. Speed is important, but so is accuracy!



Boy, this is quite a cliff! There are lots of handholds to scale, so don't become too discouraged if you happen to slip up once or twice—it happens.

Just do your best to keep your rhythm going as you bound from one grip to the next. The fresh mountain air smells so much sweeter when you finish first!



Minigames

Painta Pool

How to Play

Hold the Wii Remote sideways.
Tilt it in the direction you want your character to move.

If you're up for cool times in a pool, then Pianta Pool is the game for you! Have fun in the sun while a friendly Pianta tosses colored rings into a tropical pond.

Hurry and tilt your Wii Remote to swim after those rings! You score points each time you pick up a ring, and the player with the most points at the end of the game wins an all-expenses-paid tour of Isle Delfino!

Pink rings are worth three points, while gold rings are worth five. Watch the shadows of the rings the Pianta tosses to see where they'll land, and start swimming after those valuable golds while they're still sailing through the air.

However, give up on the golds if you see they'll land too far away—pink rings are worth only two points less, so it's better to grab a pink ring than to risk not scoring at all.

Note

The Pianta will always throw one ring less than the total number of players. Make sure you grab a ring every round!

Once you collect a ring, a school of tropical Cheep Cheep will leap through it, and points will be added to your score.

After all of the rings have been collected, the players automatically toss them back to the Pianta, who will in turn hurl them into the water again.

Watch those shadows and paddle over to a ring before your rivals swipe them all!

Bumping into rivals can send you off-course, so try to keep your distance. Or go on the offensive and bump your buddies all about to add laughs to this lighthearted event.

You can score points right up to the final second in Pianta Pool, so don't stop swimming after those rings until the pool closes!

Minigames

Pier Pressure

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move and 2 to pick a fishing rod while in front of it.

The pressure is on during this game of chance! In Pier Pressure, each player takes turns reeling in one of the many finishing rods that line a wooden jetty.

Players who pull up an Urchin are eliminated, and the last player left on the pier wins the catch of the day!

This simple minigame comes down to pure luck, because there's no sure way to tell which rods hold Urchins and which ones don't.

The turn order is also chosen at random at the start of the event, adding yet another layer of chance to this game of catch and release.

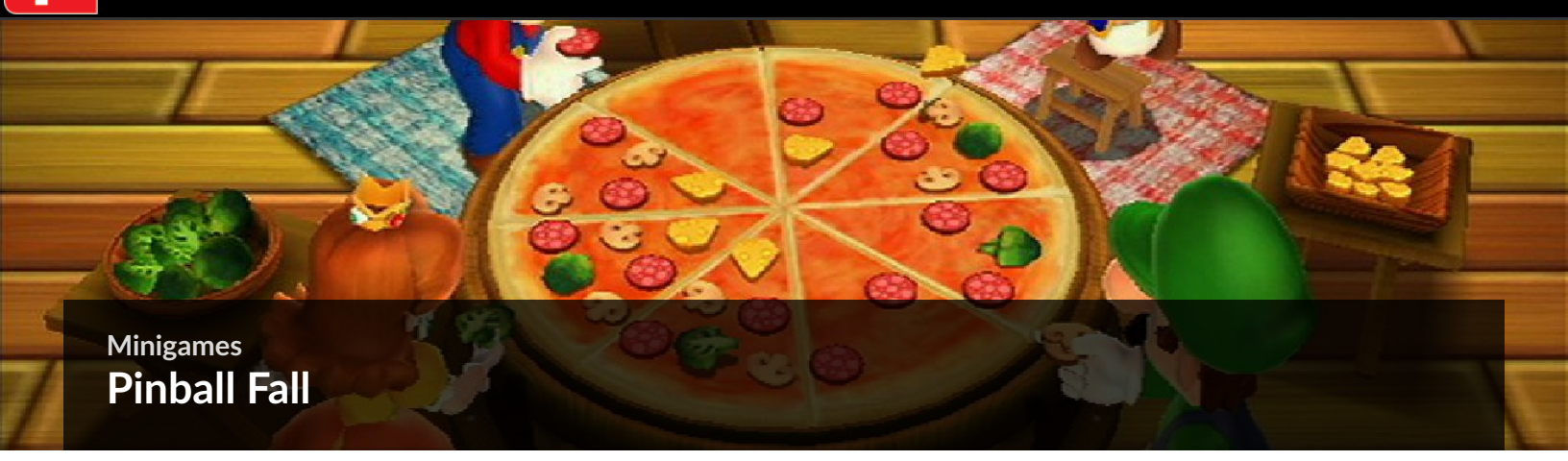
Simply run up to any rod you like and press 2 to reel in its line. Breathe easy if you pull in a Cheep Cheep—you've survived this round!

Depending on how many players are fishing for the win, up to three of the pier's rods will sport ugly Urchins.

Yanking up one of these nasty baddies earns you a dunk into the blue, ending your day on the lake. Here's hoping the Cheep Cheep are biting instead!

Though the rods bob and bend to different degrees, there's no discernible pattern to be found in this.

You never know what might be waiting beneath those waves, so just yank any pole to see what luck you're having today.



Minigames

Pinball Fall

How to Play

Hold the Wii Remote vertically.
Point at a ball, and press A to select. If your ball gets trapped in a hole, shake the Wii Remote to free it.

Pinball Fall is another fun and simple game of luck. Players who participate in this wacky event stand atop a tall hill, and each one chooses a ball.

The balls are then sent tumbling down the hill, and the first one to reach the bottom wins this crazy race!

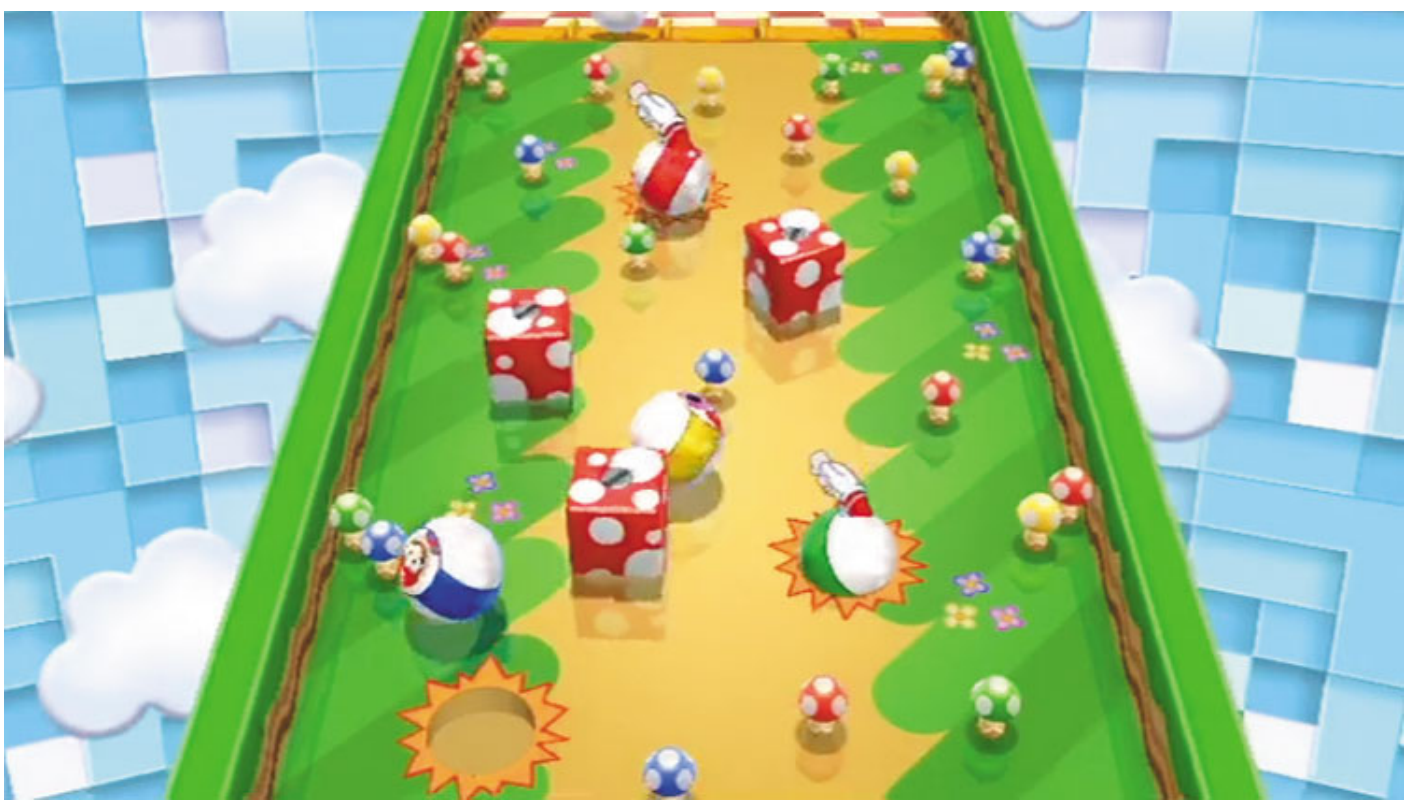
Take a good look at the hill as the camera pans up toward the players at the start of the game.

Try to spy potential trouble areas, such as large clusters of mushrooms, big spinning blocks, and shallow holes that your ball might fall into.

The idea is to send your ball rolling down the path of least resistance, so pick a ball that doesn't seem like it will veer off and hit too many obstacles.

Chance plays a big role in determining how well your orb will tumble. Balls will bounce off of mushrooms and blocks, causing them to take an unpredictable route down the hill.

They'll also become stuck inside of those shallow holes if they roll over them—be ready to frantically shake your Wii Remote to free your ball whenever it becomes stuck!



Of all the hazards your ball might hit, those holes are usually the worst. Pick a ball whose path seems least likely to send it tumbling toward too many holes, and see if your luck is rolling high!

Minigames

Piranha Patch

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move.

An afternoon of flower picking can be relaxing and fun—unless your field is full of pesky Piranha Plants!

In this fun yet frantic minigame, players run around a grassy garden in search of budding flowers.

Each flower you pick is worth points—whoever winds up with the highest score when time expires will be crowned the ultimate picker!

Pink flowers are worth one point, while rare gold flowers are worth three. Watch out for those sneaky Piranha Plants, though—they'll pop up from time to time and chomp away one of your points if you get too close!

Tip

Hang out near the tall grass in the center of the garden—that's where the gold flowers tend to grow! But note that your speed is reduced in the tall grass, so keep this in mind.

Flowers can be collected only after they've blossomed, but you never know what might emerge from those growing buds.

Therefore, it's best to keep a little distance from the buds as they begin to sprout, because a Piranha Plant might just pop up instead of something more pleasant!

Caution

Piranha Plants can stretch out and bite you from a short distance. Keep away once you've spied one of these ugly pests!

Though gold flowers are great grabs, they're really rare. Pink flowers are far more plentiful, so hurry and grab them the moment you see one pop up.

All flowers wilt after a brief time, and your rivals are also racing after them, so you've got to be quick! Pack your basket full of sweet-smelling flora and enjoy the rest of your golden afternoon.

Minigames

Pit or Platter

How to Play

Hold the Wii Remote sideways.
Tilt the Wii Remote to control the angle of your platter.

In Pit or Platter, your goal is to maneuver a ball around a plate by tilting the Wii Remote to adjust the platter's angle.

Roll the ball into the spaces that light up to score points. The first player to clear 100 points gets dessert!

Simply tilt your Wii Remote to maneuver your platter—the ball will roll on its own, adhering to the laws of physics.

To score points, tilt the platter so that the ball rolls into contact with the edges that light up—but don't tilt the plate too drastically or your ball will tumble over the side!

The trick to scoring high in Pit or Platter lies in keeping your ball on the plate. At first you earn only one point for touching the lit areas, but the more you hit without dropping your ball, the higher your score multiplier will soar!

Your multiplier resets each time the ball takes a tumble, so do your best not to let that happen. The maximum score you can earn for hitting the lit segments is five.

There's a bit of a lip at the plate's edge, which helps to keep the ball from tumbling off. As your ball nears the lip, begin to counter-tilt in the opposite direction to slow its roll and prevent it from falling.

It takes a little getting used to, but as long as you keep your ball on the platter, you won't find yourself in the pits!

Minigames

Pizza Me, Mario

How to Play

Hold the Wii Remote vertically.
Swing the Wii Remote to toss your toppings onto the pizza.

Ever made a pizza from scratch before? It's really fun, and so is Pizza Me, Mario! In this unique minigame, players must toss their special toppings upon a big pizza pie.

The pizza spins round and round. Be the first to hurl all of your goodies onto every slice to be crowned top chef!

Simply wave the Wii Remote upward to toss your toppings onto the spinning pizza. If a slice is already covered by your type of topping, additional ones will simply bounce off.

There's no penalty for wasting toppings in this manner, so just wave that Wii Remote as fast as you can!

Once the pie is mostly covered, you'll need to be a little more tactful with your tosses.

You usually need to throw your toppings when the desired slice is two slices away—but sometimes the pizza will start spinning faster than normal, meaning that you need to toss your toppings even earlier in advance.

Focus on one slice at a time, following that slice with your eyes so you can work at perfecting the timing of your tosses.

This minigame starts off as a frantic affair, but by the time that pie is nearly done, it really comes down to proper timing.

Do your best to make each throw count until every slice is packed with premium deliciousness. Now that's amore!

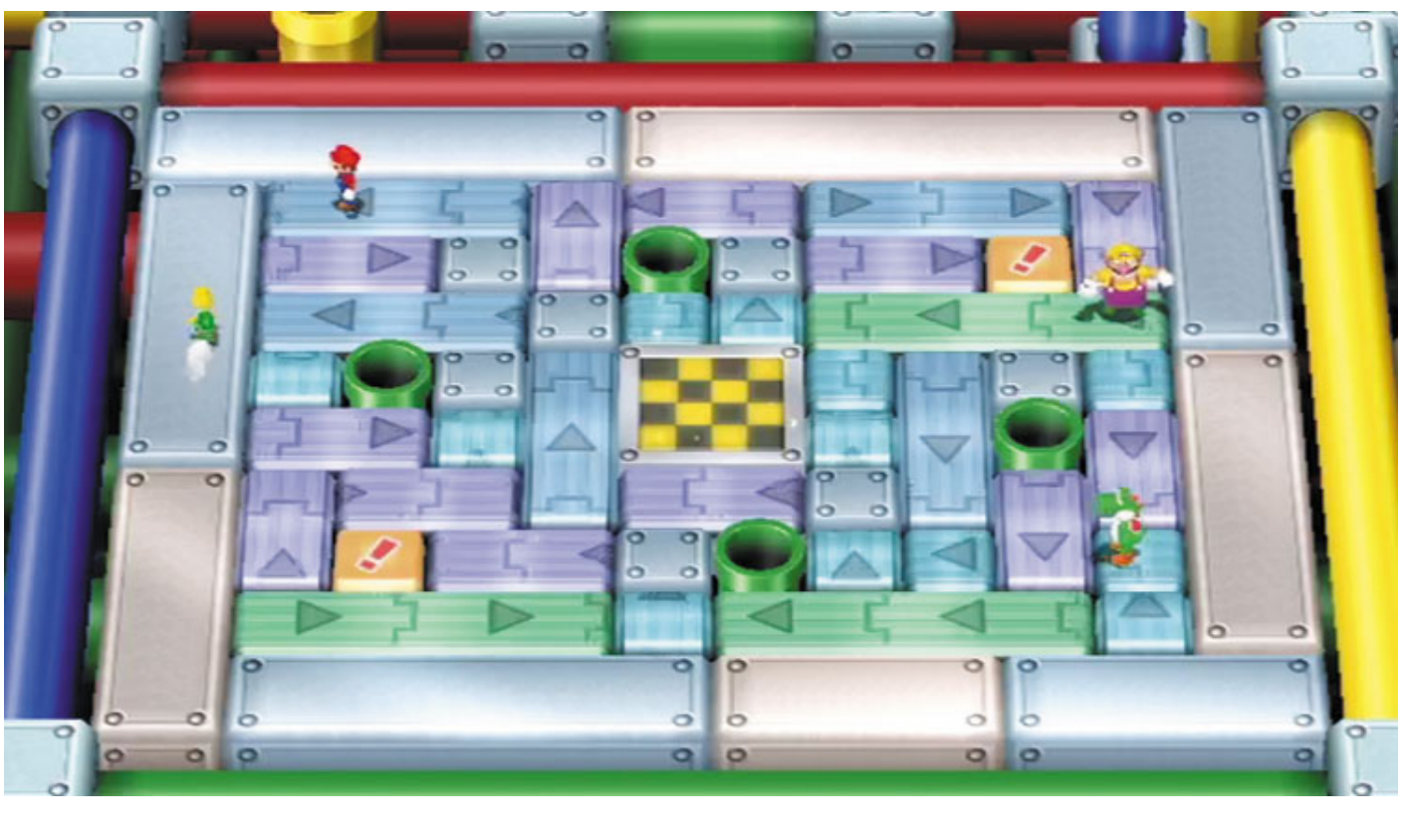
Minigames

Player Conveyor

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move.

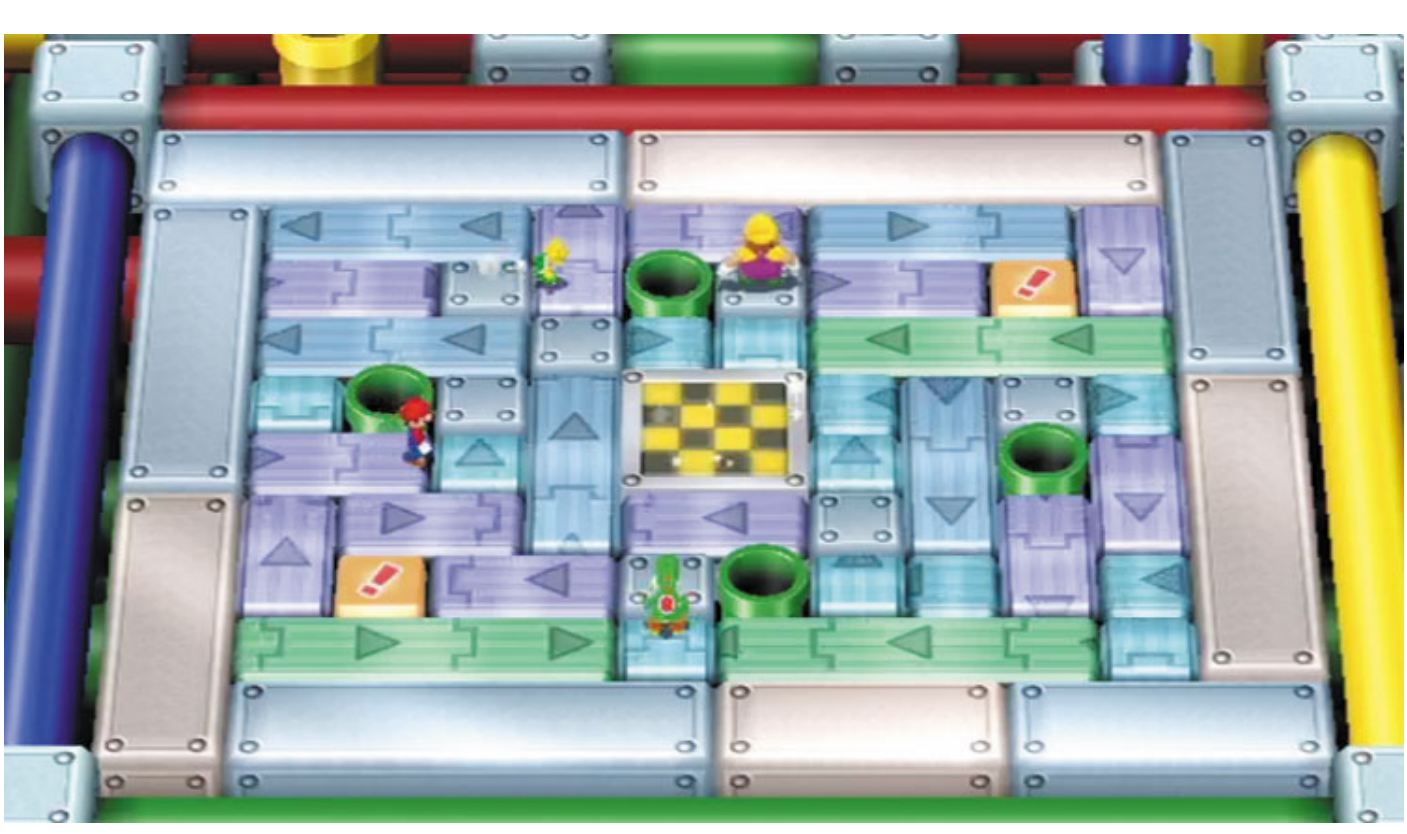
In Player Conveyor, you must make a mad dash for the goal at the center of a very unusual room. This is easier said than done, for you must navigate several conveyor belts and warp pipes to reach the goal. The first player to step foot on the goal zone is the winner!



Every game of Player Conveyor is different because the belts are always randomized. Once you step onto a belt, you can't step off of it until you reach the end of the line. Stepping on one belt might take you on a wild ride across several more, so think before you move!

Tip

You can run all around the outside edge of the area. Use this to quickly reach the belts you want to ride!



You need to use those green warp pipes in order to reach the goal. Entering one warp pipe will spit you out of another—look for the pipe that presents you with a passage toward the goal, then do your best to pop out of it by entering the other pipes in the room. The warp pipes are always set in the same position in the room, but the way the pipes connect will be different each game.

Play continues until all but one player have reached the central goal. Just keep aiming to enter those warp pipes until one of them spits you out near a belt that will bring you to the center. If you're feeling lost, try mentally working backward from the goal—one of those belts is sure to lead there!

Minigames

Plunder Ground

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move. Press 2 when standing in front of a chest to select it.

In Plunder Ground, your goal is to reap the most jewels by keeping track of a bunch of moving treasure chests. The chests are carried by Monty Moles that burrow underground until they surface, and then you can make your choice. Pick the right chests and finish with the most loot to walk off with a fortune!

Plunder Ground takes place over three brief rounds. Jewels drop into the open treasure chests at the start of each round, and each chest receives the same amount of jewels except for one, which is always left empty. Keep your eye on that empty chest, but only so that you don't choose it!

Once the chests are packed full of loot, the Monty Moles quickly burrow underground and begin to tunnel about in a circle. Keep track of the chest that's empty to ensure you don't wind up claiming it! When the Monty Moles surface, grab any of the other chests to add points to your score.

Tip

Run around the area while the Monty Moles are moving to confuse and mislead your rivals while you keep your eyes on the prize!

The Monty Moles will move faster and faster each round, upping the challenge factor as this zany event plays out. During the third and final round, one of the chests will receive more jewels than the rest. Do your best to keep tabs on this most precious chest and try to claim its valuables to ensure a rich victory!

Minigames

Polar Extreme

How to Play

Hold the Wii Remote sideways. Press the D-Pad to move and 2 to jump.
If you fall into the water, rapidly press 2 to climb back onto the ice.

This minigame is cool as ice! In Polar Extreme, players must rush from one drifting iceberg to the next, steadily sprinting along a treacherous and frigid course. A rescue boat lies at the far end of the run—first one there gets a hot cup of cocoa!

Careful: Those innocent-looking icebergs will teeter and crack as you jump on them, quickly breaking apart under the weight of you and your rivals. Just keep running and jumping as the bergs break up, aiming to land safely on the drifting chunks that remain. This will keep you above the waterline and out of that freezing sea.

Caution

Smaller icebergs will quickly sink when you hop to them. Hurry and jump to the next hunk of ice or you'll take a frigid dip!

If you ever find yourself treading water, hammer 2 as fast as you can to quickly hop back up to dry ice. The faster you press 2, the quicker you'll escape the freezing fluid. Now hurry and start running again to warm yourself up!

It's not long before you see the bow of the rescue boat. Don't try jumping onto the boat too soon; the ship drifts off a bit, and you'll end up plunging into the bitter blue! Leap to the foreground icebergs instead and circle around the bow of the craft, aiming to leap aboard from the side. Now, how about that cup of cocoa?

Minigames

Ring Leader

How to Play

Hold the Wii Remote vertically. Swing the Wii Remote upward to make your dolphin jump. Hold A to dive, and then swing the Wii Remote upward to perform a high jump.

In Ring Leader, you get to ride a racing dolphin through the warm summer waters, leaping up to soar through a series of hovering hoops. Each floating ring you pass through scores you some points, and the player with the highest score at the run's end will be named the ace racer!

Your dolphin is highly trained: With a simple wave of the Wii Remote, it obediently leaps upward with fluid grace. Jump your dolphin in this manner whenever you see pink rings headed your way. These rings are worth one point apiece, but only if you time your jumps properly and pass directly through them!

Gold rings are worth three points when you sail through them, but they require a little more effort to reach. These rings float way up high, so you've got to prepare your dolphin for the big jump. Do this by pressing and holding A when you see gold rings on the horizon. Your dolphin will then dive underwater, ready to bound up and soar even higher than normal. Flick your Wii Remote upward as you approach the rings to sail through them and score those sweet, sweet points!

Note

You need to jump a little earlier than you might suspect when aiming for gold rings.

Tip

Keep an eye on upcoming rings even as you pass through the hoops so you can prepare yourself for the next jump.

Properly timing your dolphin's jumps takes a bit of practice, but you'll soon be gauging the distance and leaping through those rings with ease. Do your best to pass through them all, but work especially hard at nailing those valuable golds—that's where the money is! The meter at the screen's bottom indicates how far through the run you've gone. Step up your game if you're trailing behind and make those last few leaps count!

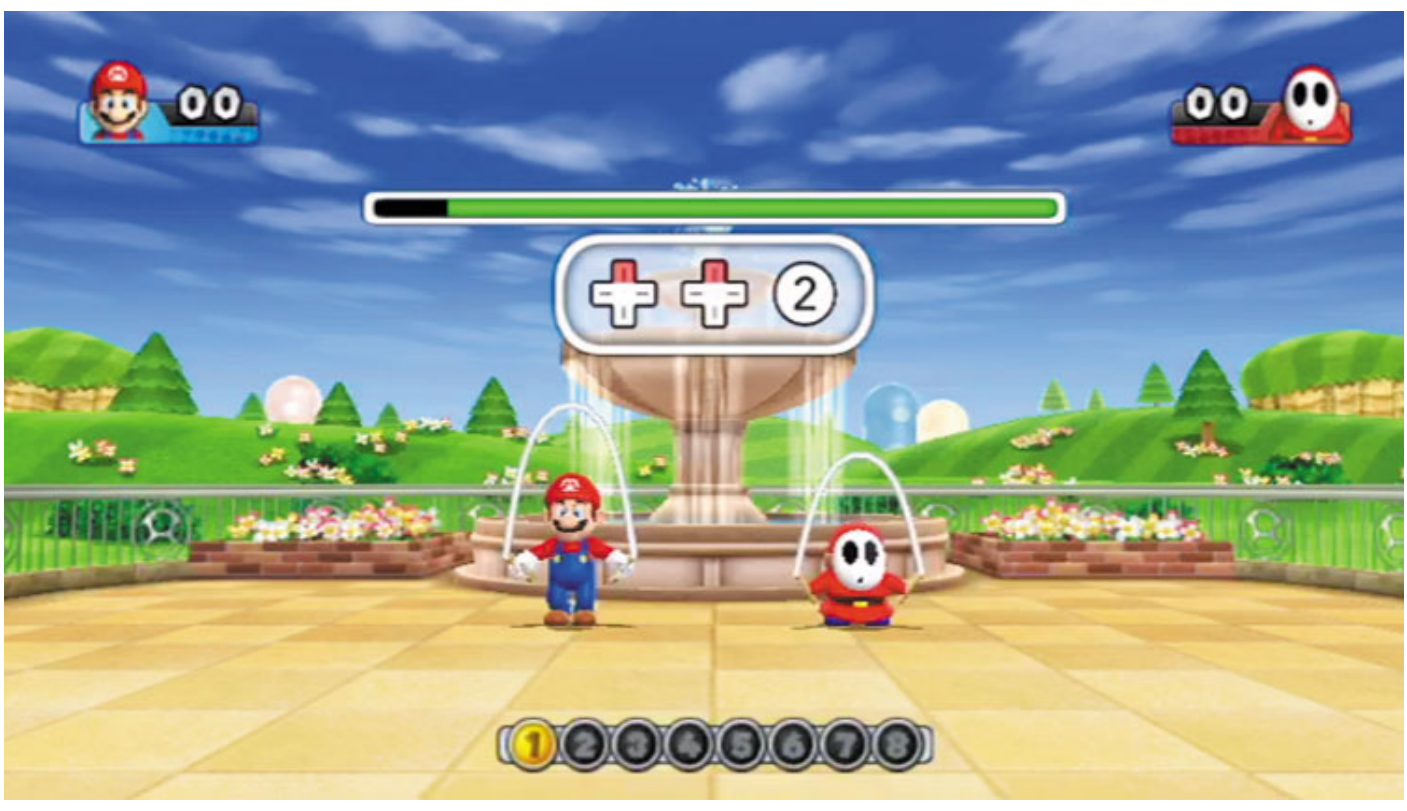
Minigames

Skipping Class

How to Play

Hold the Wii Remote sideways.
Press 2 or up, down, left, or right on the D-Pad in the order shown onscreen from left to right.

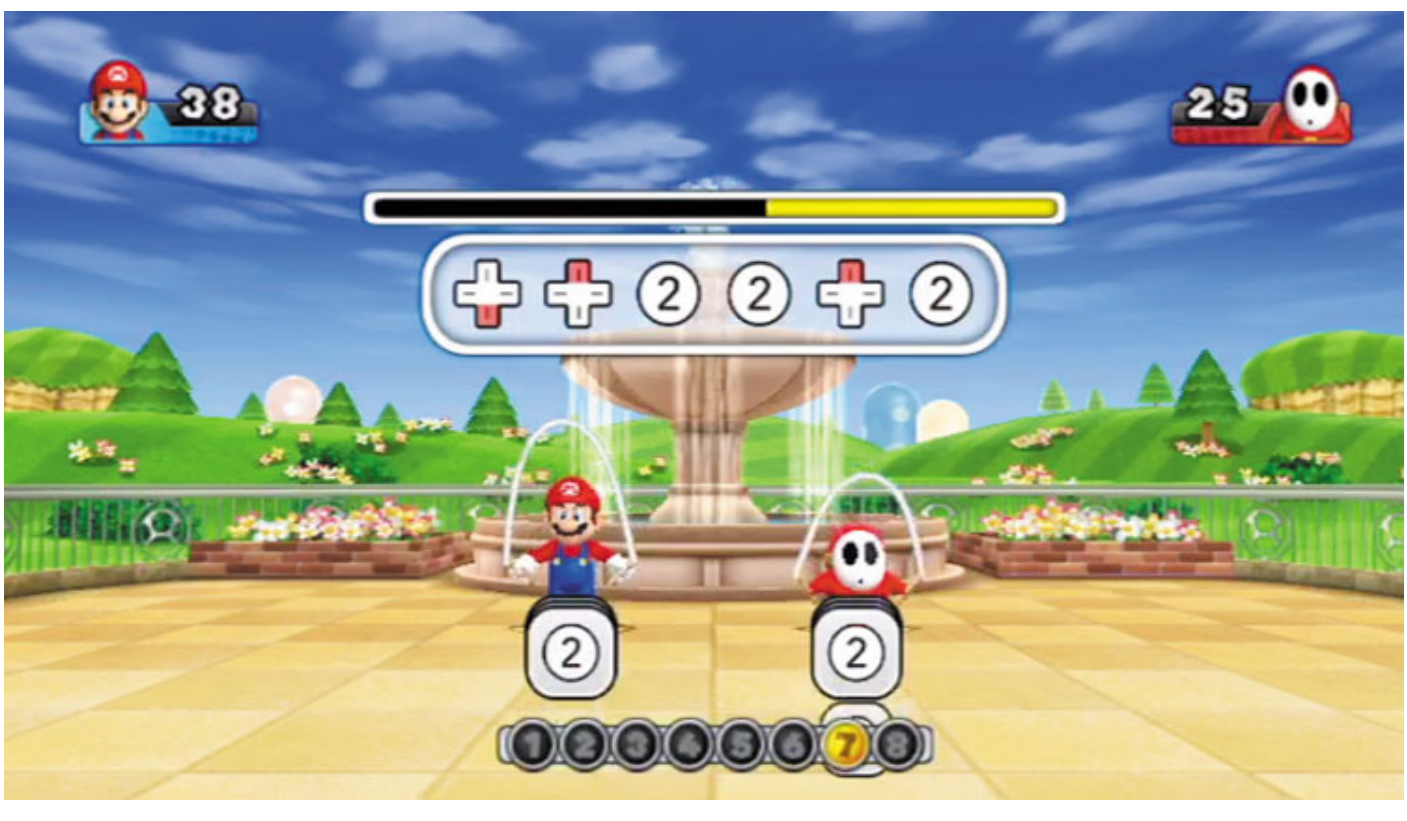
You've got to think and act fast in Skipping Class, a speed-based button-input minigame where your goal is to perform sick tricks with a jump rope. Quickly input the buttons that appear onscreen to bust out those combos and serve your opponents with your mad rope-jumping skills!



You have just seconds to input each string of buttons, so watch the screen carefully and bang out those moves. Speed is key, because the first player to complete each combo will earn extra points! Don't go so fast that you make a mistake—you won't score at all if you hit the wrong button during a sequence. And that's just not cool!

Tip

Don't pay too much attention to your Wii Remote controller's sound effects as you hit the buttons—they sometimes lag behind the action. Just input those commands as fast as you can to perform each combo with blistering speed!



There are seven stages to Skipping Class, each one more difficult than the last. At first the button combos are pretty simple to punch in, but they soon become longer and more challenging. Your rope-jumping tricks become increasingly impressive as well. Take a moment to enjoy those cool moves after each successful string!

Skipping Class isn't just fun, but it's also great exercise—for your thumbs, that is! This is one of the easier and more enjoyable combo-crunching minigames in Mario Party 9, because you only need to worry about pressing the four direction buttons on g and 2, all of which are within easy reach. Practice your skills and whip that rope around like nobody's business!

Minigames

Skyjinks

How to Play

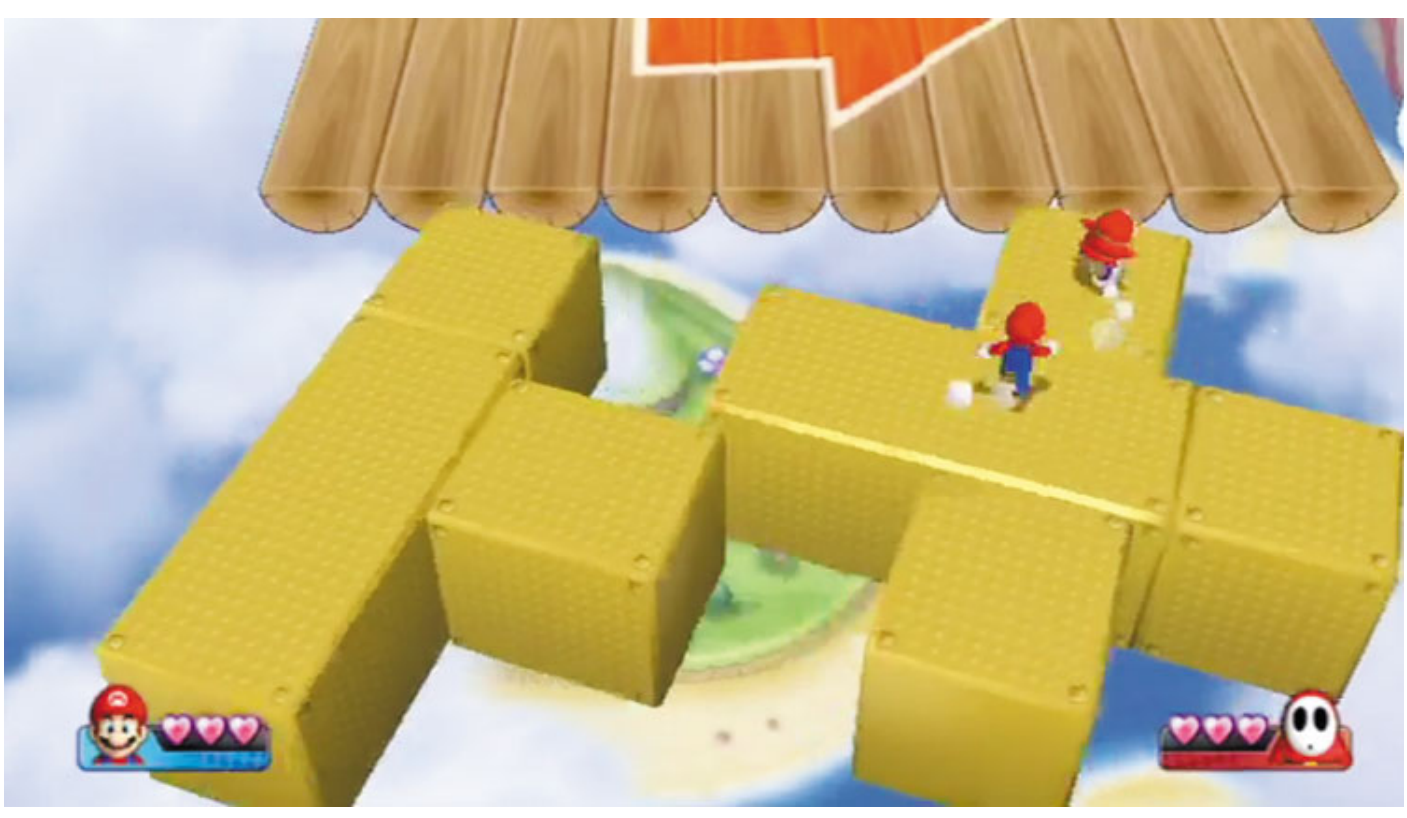
Hold the Wii Remote sideways.
Press the D-Pad to move and 2 to jump.

Skyjinks is a high-flying minigame in which players must navigate a short but tricky obstacle course that lies high above the sky. Moving platforms, rotating blocks, and bouncy clouds make for a challenging run as you recklessly rush toward the finish line. Race hard and strive to be the first player to reach that lofty goal!

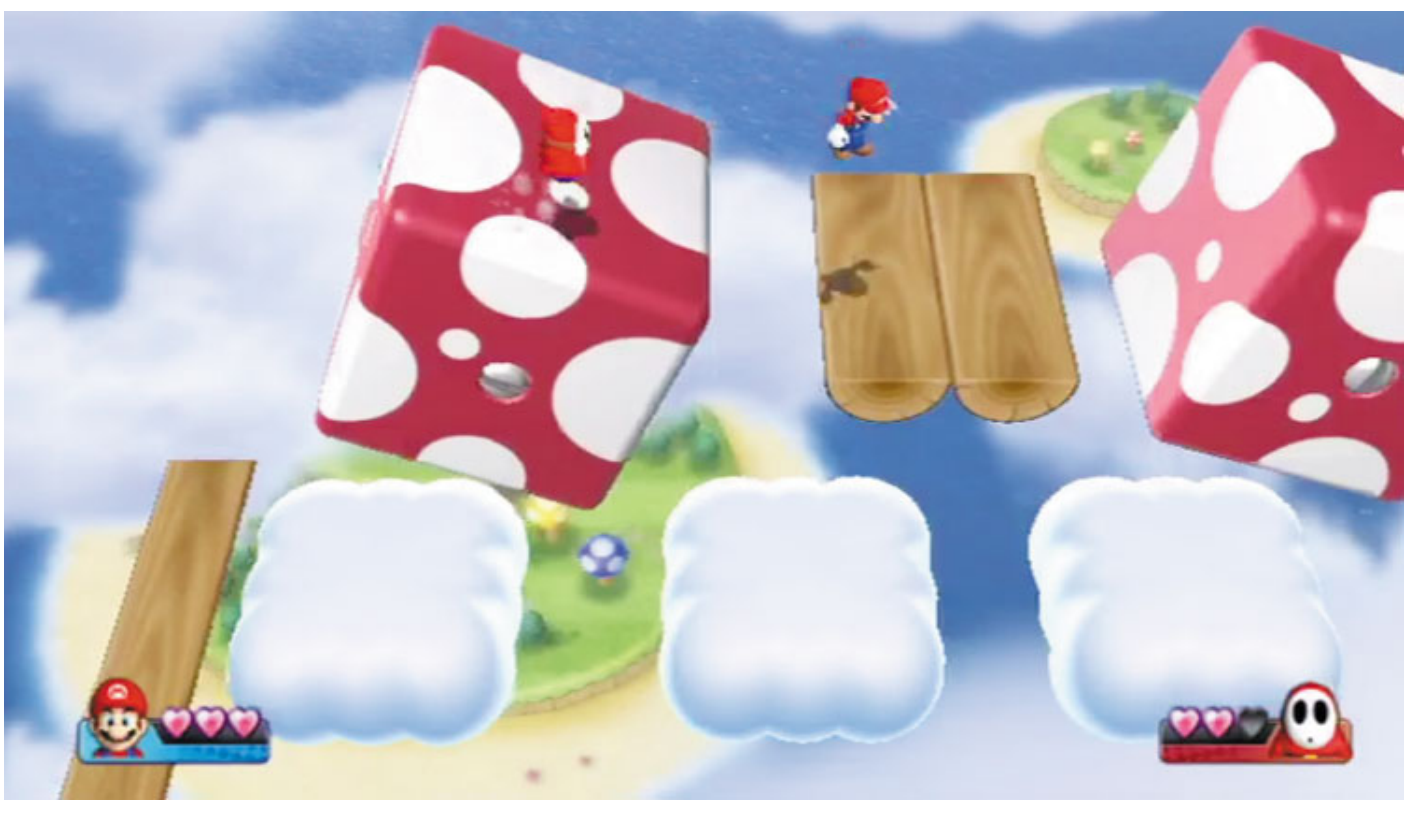
The Skyjinks course never changes, so you'll always sprint along the same treacherous track. The first slew of spinning platforms are easy enough to navigate: Just run to the edge of each one as you jump from one to the next. You can't jump very far, so make sure you mosey close to those edges!

Caution

Each time you take a tumble off the course, you lose one of your three hearts. It's game-over if you lose all of your hearts, so don't let that happen!



When you reach the rotating blocks, try to cross the ones on the right, or at least work your way over to the right as you go. This will eventually land you on the far right edge of the wide wooden platform that follows, placing you in prime position to gain a leg up in the rest of the course!



The final stretch is the most dangerous of all: Rotating blocks and bouncy clouds will have you struggling not to plummet. Those spinning blocks are usually bad news, so we recommend bounding along the foreground clouds instead.

Again, make sure you bounce from the edge of each cloud to ensure you clear the gaps and land safely on the next puffy platform ahead. And don't go trusting those small wooden platforms, either—they break apart shortly after you land on them! Once you're past these final obstacles, all you've left to do is cross the finish line. Bolt over to the screen's far right and make sure you place first!

Minigames

Smash Compactor

How to Play

Hold the Wii Remote sideways.
Press the D-Pad to move, 1 to punch, 2 to jump, and 1 while jumping to kick.

This minigame is a smashing good time! In Smash Compactor, your goal is simply to drop into one of the small holes that open up on the floor. Do this quickly before the ceiling comes crashing down or you'll be smashed to smithereens! The last player standing gets to talk all the trash they want.

Smash Compactor games play out over several rounds—as many as are needed to determine a victor. Keep an eye on those holes and watch for ones that begin to glow with a soft blue light. These will soon open, so fight your way over to them and drop through one!

Note

One player will always be left without a hole to drop through each turn. Be sure that poor fellow isn't you!

Keep your rivals at bay by punching and kicking them. Punches pack less of a wallop than kicks, and it's possible to perform fast dropkicks by quickly pressing 1 immediately after you jump to boot standing opponents across the room!

With a massive falling ceiling to worry about and fisticuffs flying all about, Smash Compactor events are frantic battles for survival. Fight hard to claim a spot near one of those glowing holes and drop down before your rivals can take it. We'd all like to look a little thinner, but there are better ways to go about it than being pancaked!

Minigames

Snow Go

How to Play

Hold the Wii Remote sideways.
Use the D-Pad to steer, 2 to accelerate, and 1 to reverse. If you get frozen by a snowball, shake the Wii Remote to escape.

Snow Go is a fun wintery racing event in which players speed around a circular track in a snowmobile. Be the first to complete five laps around the circuit to record the first-place finish!

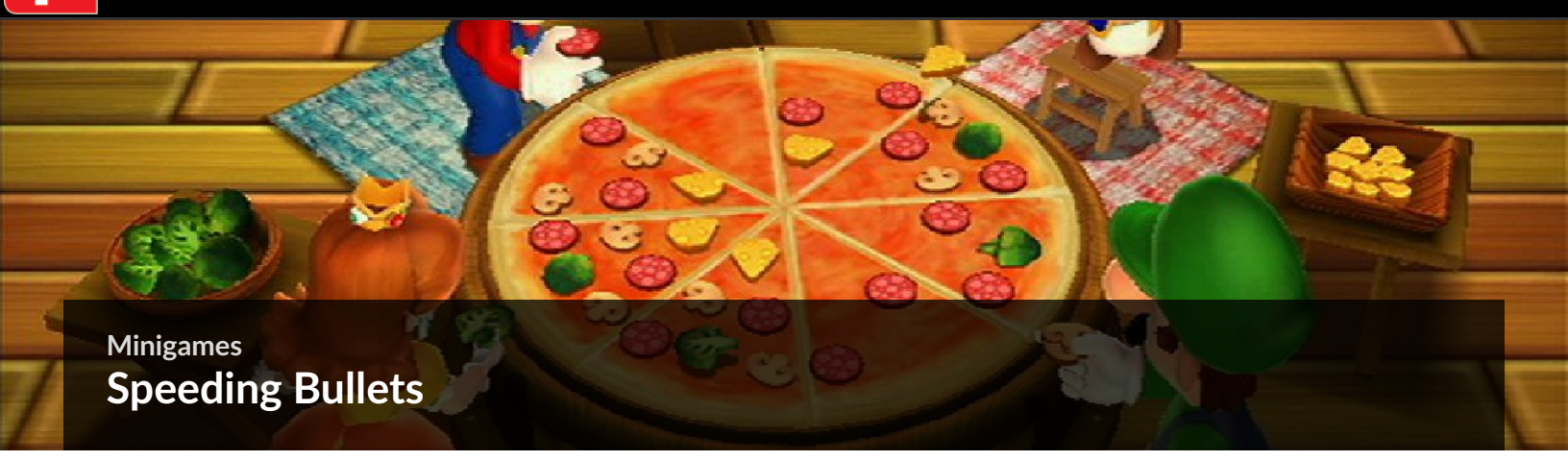
Steering your snowmobile takes a little getting used to, but all you really need to do is steer right and left with g as you press and release 2 to control your speed through the turns.

Be sure to hit that boost ramp every time you round the second corner and enter the upper straight. Missing this ramp forces you to motor through the surrounding thick snow, sacrificing precious seconds!

That deep snow can really slow you down, and so can the snowballs thrown by those pesky central snowmen. The snowballs they hurl can land anywhere along the lower half of the track, and these obstacles will freeze your vehicle solid if they strike you or if you run into one.

Quickly shake the Wii Remote to break free when frozen by a snowball, then get back to 'mobiling!

Each time you complete a lap, a little dot lights up near your character's portrait. Keep an eye on your rivals' progress and try not to let them into the lead! Get your motor running and bang out five laps ahead of your rivals to hoist that first-place trophy.



Minigames

Speeding Bullets

How to Play

Hold the Wii Remote sideways.
Tilt the Wii Remote left and right to steer your Bullet Bill.

Strap yourself onto a Bullet Bill and hang on tight! In Speeding Bullets, you race against your rivals along a winding route. The first player to cross the finish line wins this wild race!

The trick to zipping along faster than your rivals lies in hitting those glowing dash zones. Each one you hit will boost your speed by one notch on the speed gauge located in your screen's lower-left corner.

Going faster makes steering your Bullet Bill much more challenging, but velocity is the key to victory in Speeding Bullets!

Note

The Speed meter has five notches. Light up all five and you'll be moving at maximum momentum!

Beware: Obstacles abound on this rough road. Warp pipes stick out from the sides of the trail at various points, and the occasional Piranha Plant will pop out of these to chomp you as you zip past.

Do your best to dodge these roadside hazards by striving to remain near the middle of the path.

You'll also lose speed if you bump into the outside wall, so be wary of areas where the road narrows.

Because there are so many things to bump into down the last few stretches, you might want to avoid those dash zones once you're comfortable with your speed.

Keeping your Speed meter to around three or four notches will greatly improve your control. As the old saying goes, slow and steady wins the race!

Minigames

Thwomper Room

How to Play

Hold the Wii Remote sideways.
Use the D-Pad to move and 2 to jump.

What could be more dangerous than a room full of Thwomps? Nothing! In Thwomper Room, your goal is simply to avoid being squashed by those scowling overhead Thwomps. Be the last player left standing and live to play another day!

Each Thwomp's expression changes and they shake a little before plummeting toward the floor.

Keep an eye on those Thwomps throughout this event, and run, jump, and do whatever it takes to ensure you're not stuck standing beneath one when it comes crashing down!

Because you and your rivals are restricted to a two-dimensional floor, you'll find yourself bumping into them as you frantically try to escape a painful fate.

This adds an extra layer of chaos to this frantic dash to avoid being smashed. Leap over your rivals to get past them, but be careful: Bouncing off of a buddy's head might cause you to accidently bound into a falling Thwomp!

This event lasts for 30 seconds, or until only one player is left un-Thwomped. Those big blockheads will fall more and more often as time ticks down, upping the challenge factor as the game unfolds. Keep a careful eye on those Thwomps and be quick to spy safe places to hide.

Minigames

Toad and Go Seek

How to Play

Hold the Wii Remote sideways.
Use the D-Pad to move and 2 to knock on a door while standing in front of a Toad House.

Hide-and-seek is so much fun, especially when you play with those wily Toads! In this imaginative minigame, your goal is to locate a Toad after he runs into one of the many houses in his friendly neighborhood. Be the first player to find that hiding Toad to win this little game!

First, watch as the Toad runs through his humble village, looking for the perfect hiding spot. Pay close attention to the path that he takes, and try to remember which house he runs into. Notice the color of the house and remember that color!

After the Toad bolts into a home, the action is turned over to the players. Make a beeline for that Toad's abode and be the first one to knock on his door.

If you guessed the right house, the Toad will welcome you inside. Perhaps he has a game of cards in mind next?

You aren't penalized for picking the wrong house, so don't worry if you accidentally knock on a neighboring Toad's home.

These little guys are used to playing all sorts of games, so this kind of thing happens to them all the time.

But don't waste time chatting up the neighbors—hurry and find that special Toad before your rivals do. You don't want to be the last one to arrive at the party!

Minigames

Tuber Tug

How to Play

Hold the Wii Remote vertically. Hold down A and B, and shake the Wii Remote up and down. Release A and B to pick vegetables off the vine.

Everyone knows that vegetables are good for you, but did you know they're also good fun to play with?

In Tuber Tug, your goal is to fill your basket with as many fresh veggies as possible by pulling on a long vine to pop them into your basket. The player with the most tubers in their tub at the end of the event wins the blue ribbon prize!

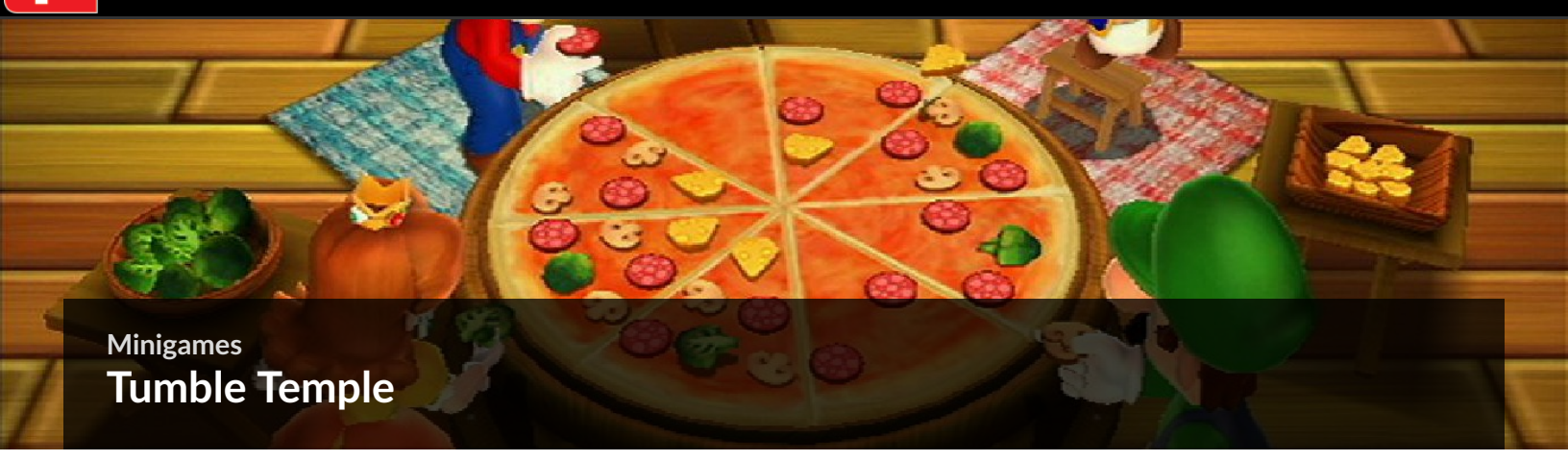
If this is your first time playing Tuber Tug, you'll need to get a feel for the rhythm of the game.

The best way to do this is to simply wave that Wii Remote up and down as fast as you can while quickly tapping A and B at the same time.

Watch how your character reacts, and you'll soon start to feel out the ideal pace of this zany game!

You can really reel in those veggies once you get a good rhythm going. Just keep waving that Wii Remote and hitting A and B as fast as you can to pack your basket full of fresh healthy goodness!

You have just 10 seconds to stuff your basket to the brim, so give it all you've got! Then head straight home to make yourself a delicious, nutritious salad. Yum yum!



Minigames

Tumble Temple

How to Play

Hold the Wii Remote sideways.
Use the D-Pad to move and 2 to jump.

Your task is clear in Tumble Temple: strive to avoid those inbound spiked balls by dashing and jumping your way out of trouble.

Be the last player left standing to survive this uncanny spiked ball assault!

Unfortunately, dodging those falling balls isn't as easy as you might think. As they come tumbling down the temple, they'll bounce off of the numerous poles that stick up from the slope.

This causes the balls to take unpredictable paths toward the players at the bottom. Do your best to anticipate where those balls will fall, and make sure you're nowhere nearby!

Caution

Though you can jump during this event, you can't bound over those big ol' balls. Jumping away from them just might save your skin in a pinch, though!

More and more spiked balls come rolling down the slope as time passes, and the poles begin to retract and pop back up again, steadily increasing the chaos of this event.

Watch those poles carefully and try to stand directly in front of the ones at the bottom while they're extended.

Balls that hit these poles will bounce and tumble off to the side, just barely passing you by.

Tumble Temple ends after 60 seconds, provided two or more players are somehow able to survive that long. But that won't happen often.

By the time the clock has ticked halfway down, a slew of spiked balls will be pouring toward you at varying speeds. Do your best to outlast your rivals and pray you manage to escape this dreadful place!

Minigames

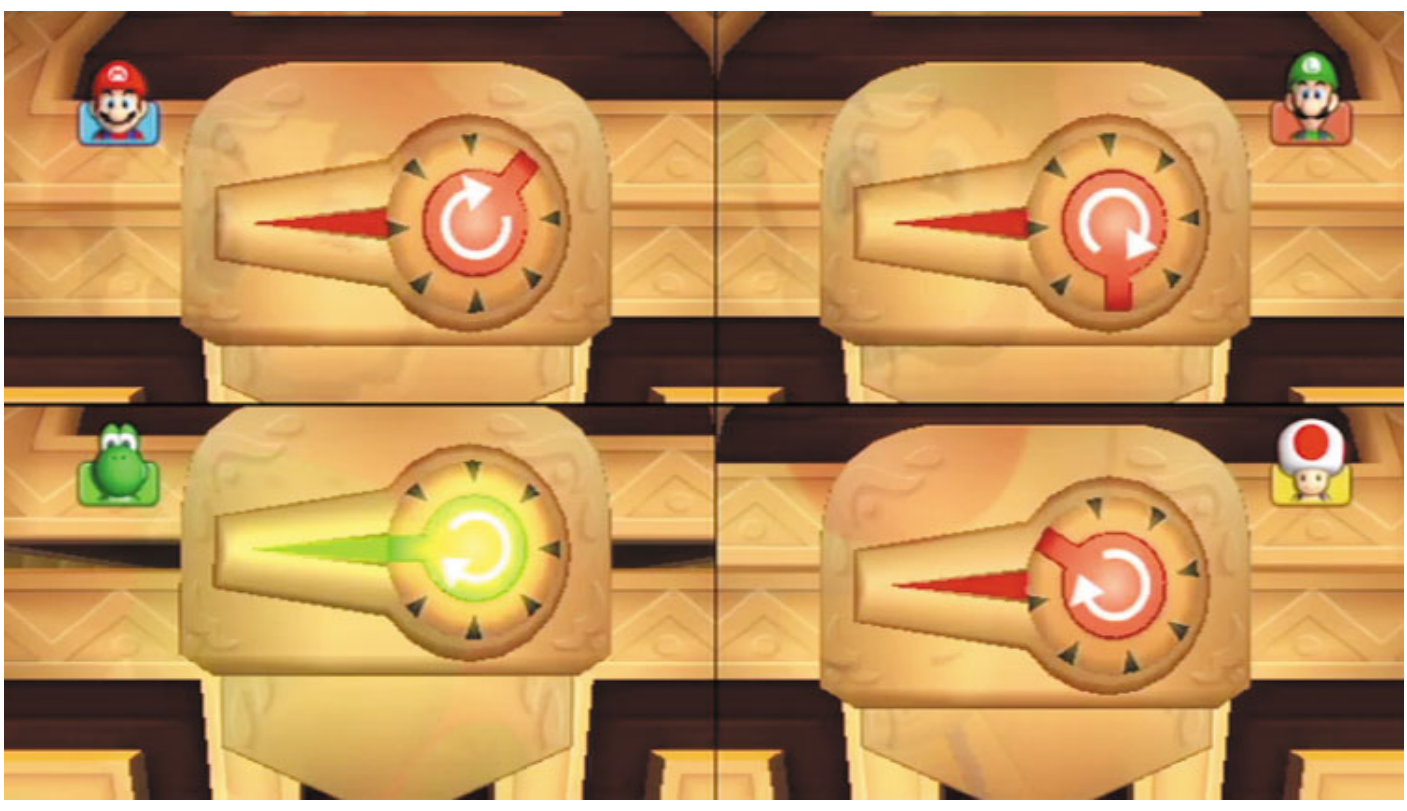
Twist Ending

How to Play

Hold the Wii Remote vertically.
Tilt it in the direction of the arrow to turn the dial. The angle of the tilt changes how fast the dial turns.

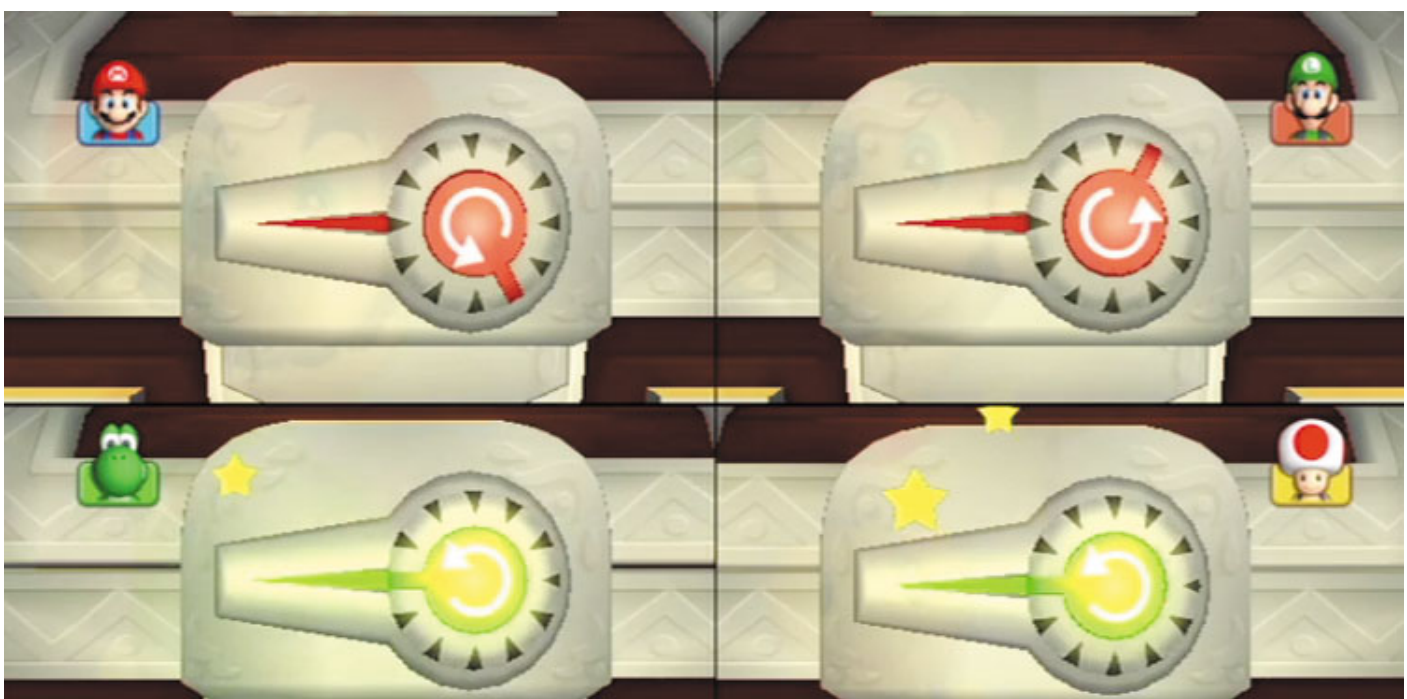
Crime is at an all-time high in Twist Ending, where your goal is to crack open a series of tricky treasure chests.

Twist open those locks faster than your rivals to make off with a fortune in bragging rights!



Simply hold the Wii Remote in front of you and twist it either clockwise or counterclockwise, depending on the direction indicated by the dial lock—the dials will turn in only one direction.

The more drastically you twist the Wii Remote, the faster the dial will spin! Make those markings line up to unlock each chest and hurry on to the next.



Speed is key during Twist Ending, so you've got to work fast. Twist the Wii Remote drastically to quickly spin the dial, then pull back and stop short right when the red marks are about to line up.

It helps to stop a little in advance, because you can always give the Wii Remote a little twist if you didn't nail it on the first attempt.

Spinning past the mark is not good, because then you'll need to turn it all the way around again!

When a dial's marks have been perfectly aligned, they'll glow a bright green, and the next chest will be presented.

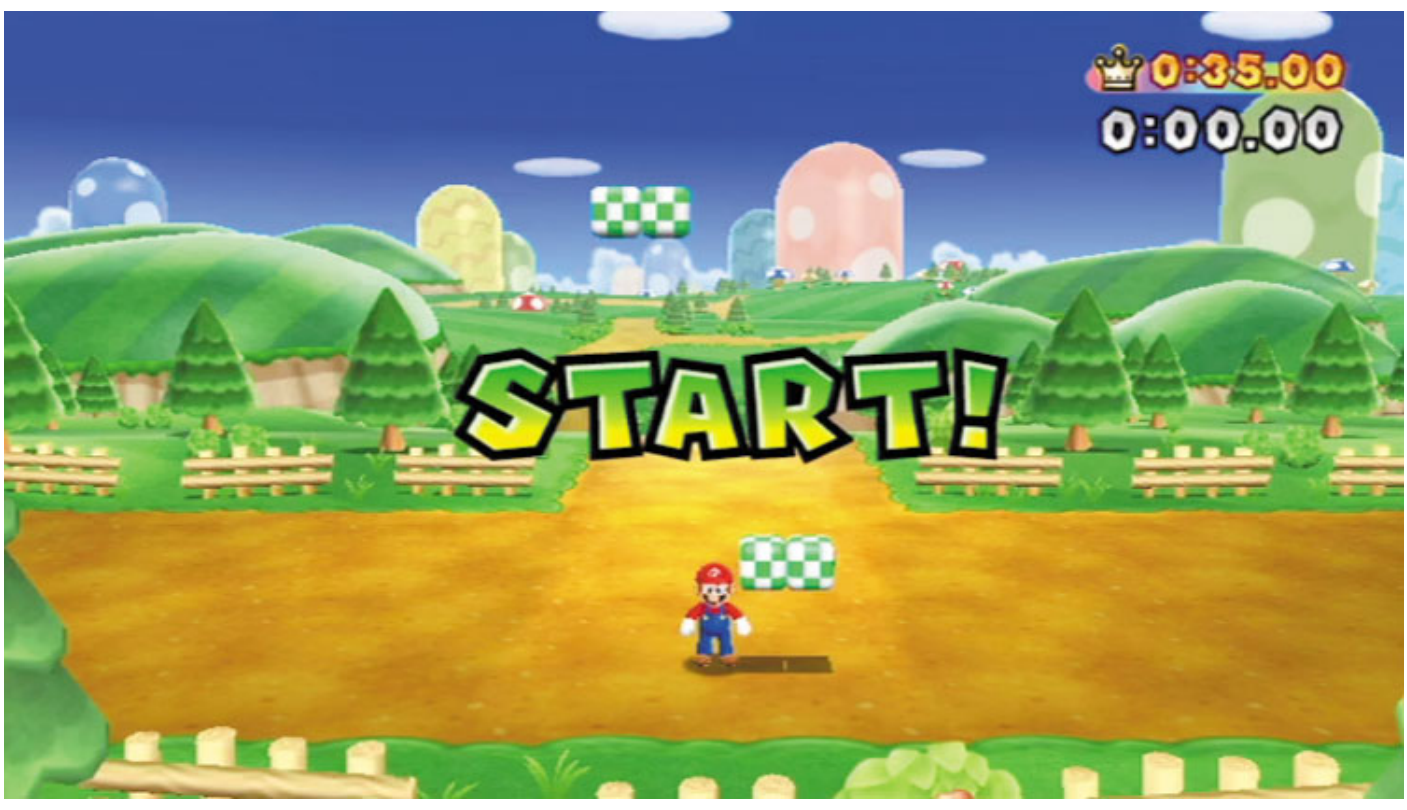
Rush to open all of those chests before your rivals beat you to it—crime's awasting!

Minigames

Upward Mobility

How to Play

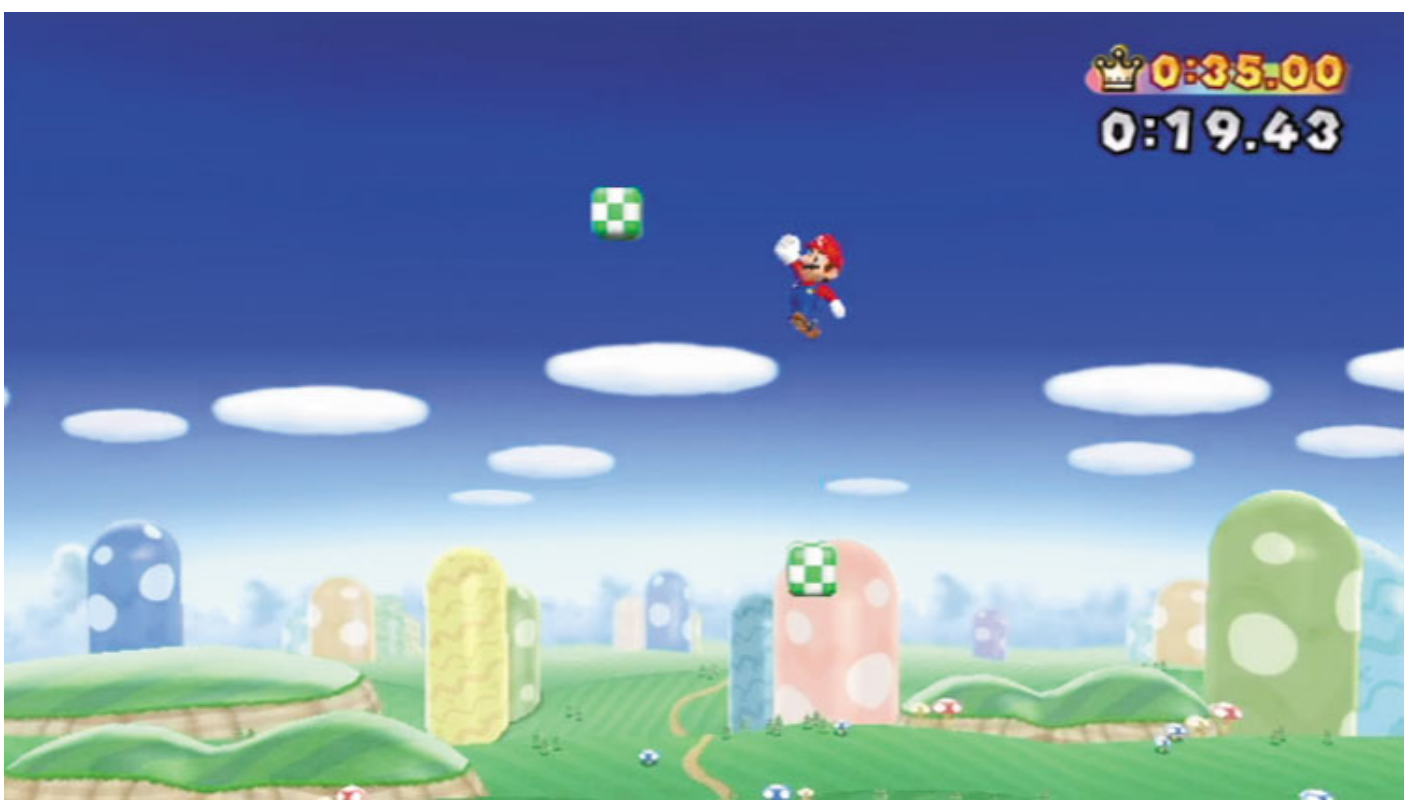
Hold the Wii Remote sideways.
Use the D-Pad to move and 2 to jump.



Everything's on the up-and-up in Upward Mobility, a fun minigame where your objective is to jump ever upward along long, vertical series of platforms. Get to the top the fastest and you'll be jumping for joy!

The trick to Upward Mobility lies in bouncing off those green checkered jump blocks. These special blocks sink a little under your weight when you land on them before popping back up and boosting you to greater heights.

But don't just rely on those jump blocks alone—be sure to press 2 each time you bound off of one to soar super high!



The jump blocks are arranged in a simple, staggered pattern that lets you leap from one to the next without breaking your rhythm.

Try to avoid landing on anything except the jump blocks—you can do this pretty easily if you time your presses of 2 properly.

Precise landings become important as you soar to greater and greater heights, because the jump blocks begin to appear in little singles instead of wider pairs.

Keep an eye to the sky so you can prepare yourself to land on each new block. Leap into the lead and don't look back!

Minigames

Urn It

How to Play

Hold the Wii Remote vertically.
Point at the image you want to select, and press A to confirm your choice.

Are you ready to earn your victory? In Urn It, you've got to be quick at identifying the correct patterns that are painted on a series of spinning urns.

Be the first player to correctly identify each urn's markings to win the game!

Each game of Urn It plays out over three rounds. Watch as each urn tumbles and spins, then quickly point to the pattern you believe is correct and press A to lock in your vote. You get to make only one pick, so choose carefully!

Note

Each urn's rotation slows over time, making it easier to guess correctly as time passes.

You'll earn points even if you're the last one to vote, so don't be too hasty in making your choice; otherwise you risk guessing wrong and earning no points at all!

The first thing to look for is the general shape of each urn's symbols—this helps you quickly weed out one or more of the false options.

Many urns have one or more lines painted around them as well. The placement of these lines in relationship to the urn's other symbols can also help you weed out false options.

The patterns you may pick from are usually very close in appearance to one another, so wait to make your choice until you've eliminated all of the red herrings.

Each urn spins a little faster at the start of each new round, making it more and more challenging to quickly choose the right pattern as the game unfolds.

Eliminate those false options as fast as you can, and be quick with your picks to "urn" the win!

1-vs.-Rivals Minigames

1vs. Rivals Minigames

Free-for-All minigames pit every player against one another, but certain players get to work together during 1-vs.-Rivals minigames, which adds teamwork mechanics into the mix. During 1-vs.-Rivals minigames, one player will have a special objective to complete, while his or her rivals will be tasked with preventing that solo player from succeeding.

These minigames are therefore played from two very different perspectives, depending on whether you're acting as the solo player or a member of the team of rivals.

Tip

When you land on a 1-vs.-Rivals Space on a game board, the captain always acts as the solo player, while all remaining players team up to thwart him or her. The more players there are, the more challenging the minigame will be for the captain!

1-vs.-Rivals Minigames

Block and Roll

How to Play: Solo Player

Hold the Wii Remote sideways. Press the D-pad to move. Go to the right to pick up a block, then carry it to the left to drop it off.

How to Play: Rivals

Hold the Wii Remote sideways. Press the D-pad to move and 2 to release a boulder.

Ready for some rockin' times? In this 1-vs.-Rivals minigame, the solo player's goal is to carry three blocks from the stack on the right to the bins on the left before time expires.

This task is made difficult by the rivals, who roll giant boulders down a slope to smack the solo player while he or she is carrying the blocks. Who will roll on toward victory?

The solo player moves pretty fast while unencumbered, but his or her movement speed is slowed while carrying a block.

It's therefore necessary to fake out the rivals by starting to carry a block over to the left, then quickly turning around and doubling back to avoid being struck by a tumbling rock.

Use guile and your fanciest moves to get past those rolling boulders!

Compared to the solo player, the rivals have a fairly easy time of things in Block and Roll. Simply use g to stand close to one another and just keep rolling those boulders over and over.

You can send the rocks rolling so rapidly that the solo player won't have much chance to slip past them!

Tip

Don't be fooled by the solo player's antics. Let them run around all they want, so long as they're not carrying a block. Only send those boulders tumbling after them while they're slowly moseying with a block in hand!

The solo player has just 60 seconds to bring those blocks over to the left. This sounds like a lot of time, but those precious seconds tick by awfully fast.

Each time the solo player is hit while carrying a block, he or she is forced to return to the pile and grab another.

This wastes precious time, so do your best to fake out your rivals and avoid being hit when you're playing from the solo perspective!

1-vs.-Rivals Minigames

Hazard Hold

How to Play: Solo Player

Hold the Wii Remote sideways. Press the D-pad to face the different switches. Press 2 to activate the switch you're facing.

How to Play: Rivals

Hold the Wii Remote sideways. Press the D-pad to move and 2 to jump.

Horrific hazards abound in Hazard Hold, a unique 1-vs.-Rivals event that has the solo player attempting to zap, fry, and blow away his or her rivals with a variety of dastardly traps!

Dispatching every rival earns the solo player the win, while the rivals must simply strive to stay alive until time expires.

The secret to the solo player's success lies in staggering the traps so that the rivals have little hope of escape.

After pressing one of the three colored trap buttons, the solo player must wait a bit before they light up and can be used again.

The wind attack regenerates the fastest, followed by the fire attack, and then the electricity attack. Get into a rhythm and unleash those traps over and over to fill the room with all sorts of chaos!

When playing on the team of rivals, you must pay close attention to those traps and be ready to flee the moment they activate.

Jump to dodge the lethal electricity that spreads across the floor, and run away to avoid everything else. You can't jump over the fire jets or wind gusts, so make sure you're not standing in their path!

Tip

Pay attention to the fan at the top of the room. The direction in which the fan faces clues you in to the path that its wind gusts will travel!

Hazard Hold is no joke for the rivals. Luckily, this deadly event ends for them after just 30 seconds. Strive to survive by finding safe hiding spots and scurrying out of harm's way the moment a trap is triggered.

Rely on the traps' reload times to catch your breath and try to anticipate when the next one will be activated. Only one rival needs to survive, so split up to make yourselves more difficult to hit.

Tip

Keeping near the outside walls is a good way to avoid most of Hazard Hold's dangers.

1-vs.-Rivals Minigames

Hole Hogs

How to Play: Solo Player

Hold the Wii Remote vertically. Point at your target and press A to hammer.

How to Play: Rivals

Hold the Wii Remote sideways. Press the D-Pad, 1, or 2 to choose a hold to pop out of. Earn a point every time you escape being hit. Fill the points meter at the bottom to win!

In Hole Hogs, the solo player must use a heavy mallet to whack the players on the rival team, who pop up from several holes in the ground.

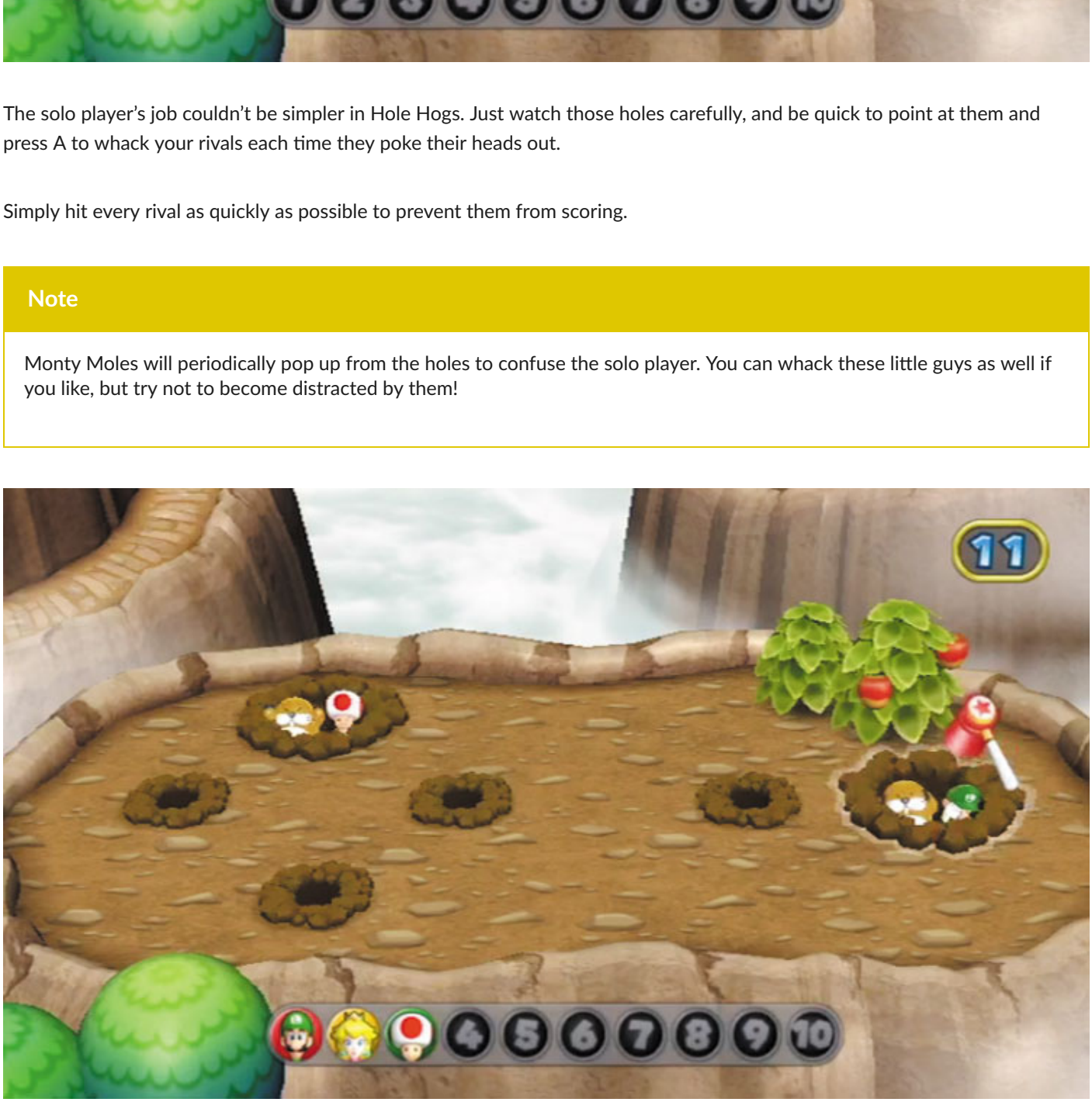
The rivals must poke their heads out from the earth in an effort to score points, while the solo player must simply prevent the rivals from scoring by whacking each one as promptly as possible. Who will achieve victory in this zany minigame?

The solo player's job couldn't be simpler in Hole Hogs. Just watch those holes carefully, and be quick to point at them and press A to whack your rivals each time they poke their heads out.

Simply hit every rival as quickly as possible to prevent them from scoring.

Note

Monty Moles will periodically pop up from the holes to confuse the solo player. You can whack these little guys as well if you like, but try not to become distracted by them!



The team of rivals has their work cut out for them. They can only score points by popping up from a hole and praying that the solo player doesn't whack them before they dip back down.

Each time a rival manages to stick their head up for a few seconds without being whacked, a musical note appears over their head, and they score one point.

The rivals must fill out the lengthy points meter at the screen's bottom to beat their solo adversary—no easy feat!

Tip

Try popping out of holes alongside Monty Moles to confuse the solo player. Emerging from the same hole that a rival was just been whacked at sometimes works, because the solo player is apt to turn their attention elsewhere.

Hole Hogs last for 30 seconds, so the rivals need to average a point every three seconds in order to win.

This certainly isn't easy, but with enough guile and sneakiness, the rivals can take their lumps and still manage to eek out the win.

1-vs.-Rivals Minigames

Line in the Sand

How to Play: Solo Player

Hold the Wii Remote vertically. Hold A while pointing to draw a line in the sand. Keep drawing to create a circle around the other players.

How to Play: Rivals

Hold the Wii Remote sideways. Press the D-Pad to move.

All right, rivals, line up! In Line in the Sand, the solo player must eliminate every member of the rival team by drawing circles around them in the soft yellow sand.

If even one member of the rival team avoids elimination, the solo player's hopes for victory will be washed away!

The solo player should start drawing circles right away. You can draw fairly large circles in that sand, but don't make them too big or the "tail end" will start to evaporate, and you won't be able to close the circle.

Only closed circles are capable of eliminating enemies—but they don't have to be of perfect shape, mind you!

Note

After you draw a circle, there's a slight delay while the circle is "locked in." Rivals can escape the circle during this brief period, so make your circles as big as can be!

Tip

Fool the rivals by pretending to draw a circle around one of them, then quickly switching to another unwary target. Talk about a sand trap!

The rivals should spread themselves out. This prevents the solo player from circling more than one rival at once.

Run all around and make sudden changes in direction to really give the solo player a hard time.

Keeping close to the edges of the sandbox can make it more difficult for the solo player to draw proper circles, but this also limits your paths of escape. Still, there's no reward without risk!

Line in the Sand games last for 30 seconds, or until the solo player manages to encircle and eliminate every rival.

This really isn't much time to get the job done, especially when you're playing against a team of three. Don't overthink things too much; just make those circles as big as possible, and keep sketching them as fast as you can!

1-vs.-Rivals Minigames

Mob Sleds

How to Play: Solo Player

Hold the Wii Remote sideways. Press the D-Pad to move.

How to Play: Rivals

Hold the Wii Remote sideways. Sleds move forward automatically. Press the D-Pad to turn up, down, left, or right along the snow tracks.

Mob Sleds is a cool minigame in which the solo player must avoid being caught by the team of rivals, who race speedy sleds around a network of icy tracks.

The solo player wins by avoiding the rivals for the duration of the event, while the rivals must catch the solo player in order to ruin his or her snow day!

Unlike the sled-riding rivals, the solo player has the advantage of being able to run wherever he or she pleases.

Use this to your advantage when you're flying solo, and simply avoid the rivals by keeping one step ahead of them.

Move from one the rink's corners to the next, slipping past those sledders when they begin to zero in.

Then take the shortest path to the opposite corner of the rink to force all of the rivals to work their way across the area again.

Tip

The rink's four corners are good places for the solo player to hang out—at least for a little while.

Stand in one far corner, then simply move a little inward to escape any rivals who come barreling down the outermost track! Then flee to another corner and repeat.

As a member of the rival team, you can't let that sneaky solo player escape. Don't follow your rivals toward the solo player; split up and approach your quarry from multiple paths.

Try to seal off as many avenues of escape as possible; this often puts the solo player in panic mode, causing him or her to slip up and make a fatal mistake!

Tip

Sleds move a little faster than the solo player can sprint, so look to take the inside track as often as possible and catch up to your quarry with all speed.

Thirty seconds can seem like an eternity for the solo player when they've got a full team of rivals sledding after them, but that's how long the solo player needs to survive in order to win.

The side that achieves victory during Mob Sleds will be the one that keeps their cool!

1-vs.-Rivals Minigames

Pix Fix

How to Play: Solo Player

Hold the Wii Remote vertically. Point at a panel, and press and hold A to grab it. Twist the Wii Remote to rotate the panel, and then release A to put it back in place.

How to Play: Rivals

Hold the Wii Remote vertically. Point at a panel, and press and hold A to grab it. Twist the Wii Remote to rotate the panel, and then release A to put it back in place.

Pix Fix satisfies your craving for fast-paced puzzle solving. In this nifty minigame, the solo player races against the team of rivals to restore their respective portraits to rights.

The first side that manages to complete their portrait wins by stroke of genius!

The controls for Pix Fix are identical for both the solo player and the team of rivals.

Whichever side you're on, your goal is to reform your side's mixed-up portrait by pointing at each of its panels, pressing and holding A, and then twisting the Wii Remote to spin the panel back to its proper position.

You can spin the panels clockwise or counterclockwise. Some panels need to be turned only once (90 degrees), while others need to be spun twice (180 degrees) to make them line up.

It may sound unfair to have one player working against a whole team, but not to worry—this event is balanced by the fact that the solo player has only six panels to rotate, while the team of rivals must align many more.

No matter which side you're on, begin by spinning the panels that have easily identifiable images, such as characters or buildings—it's much easier to get these ones right from the get-go, because it's usually obvious to see which way is up.

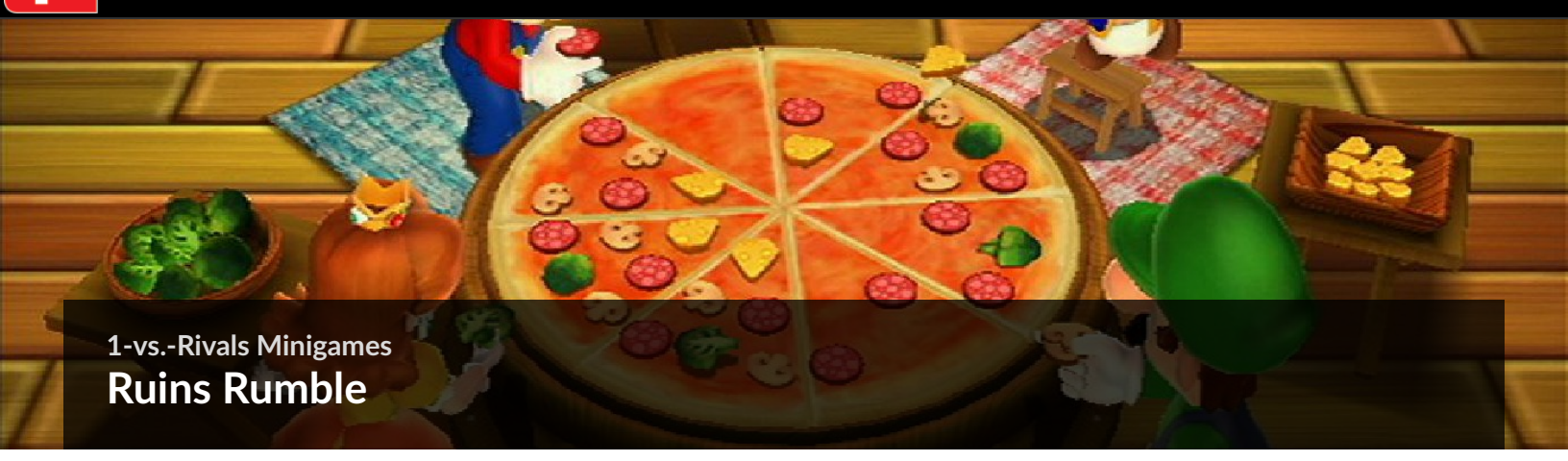
Note

A flashing effect appears after you properly rotate a panel. Good work; now keep it up!

After you spin the more obvious panels to their proper position, start working on those head-scratchers.

With some of the panels already lined up, it's easier to tell which way the more vague panels should face.

In a pinch, just keep flipping a problematic panel by 90 degrees until it locks into place. Now that pic is fixed!



1-vs.-Rivals Minigames

Ruins Rumble

How to Play: Solo Player

Hold the Wii Remote sideways. Tilt the Wii Remote in the direction you want to steer your vehicle.

How to Play: Rivals

Hold the Wii Remote sideways. Press the D-Pad to move.

Ruins Rumble flips the script on Mob Sleds by letting the solo player chase down the team of rivals inside a crumbling maze.

The rivals must outmaneuver the solo player in order to win, while the solo player must catch up to every rival, along with those special guest rivals, Dry Bones, in order to eliminate them all and achieve sweet, sweet revenge!

In addition to chasing down all of the rivals, the solo player must also catch up to a number of Dry Bones—there will be one Dry Bones for every member of the rival team.

This may seem a little unfair, but the solo player's hovering vehicle moves much faster than the rivals or the Dry Bones, making matters a little easier.

Make good use of the middle ground to quickly cut through the ruins and catch up to those enemies as fast as you can!

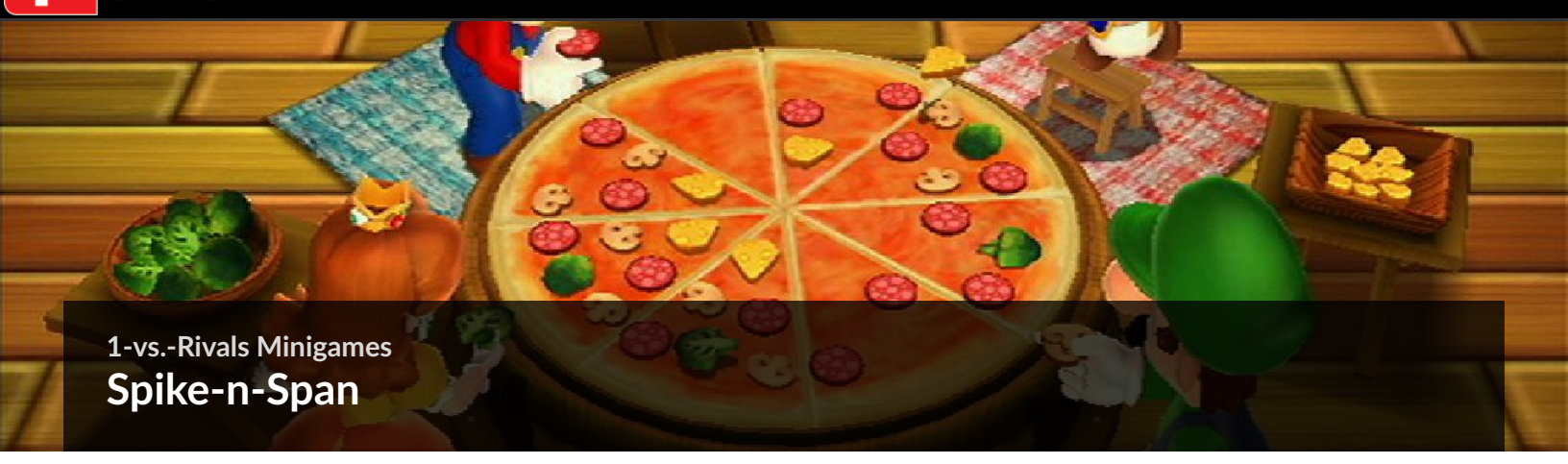
Naturally, the rivals should split up in order to confuse the solo player and make catching them all the more challenging.

The solo player moves much faster than the rivals, so avoid running down long straights when you're on the side that's striving to survive.

Duck into side passages and keep making turns to throw off that speedy solo hunter. The longer you run in a straight line, the easier you'll be to catch, so mix things up and be unpredictable!

Thirty seconds is an ample amount of time to run down all of the rivals, provided the solo player is quick to anticipate their moves and doesn't allow them to slip away as he or she draws near.

Whichever way the game plays out, this epic rumble in the ruins is sure to go down in the history books!



1-vs.-Rivals Minigames

Spike-n-Span

How to Play: Solo Player

Hold the Wii Remote sideways. Press the D-Pad to move and 2 to jump.

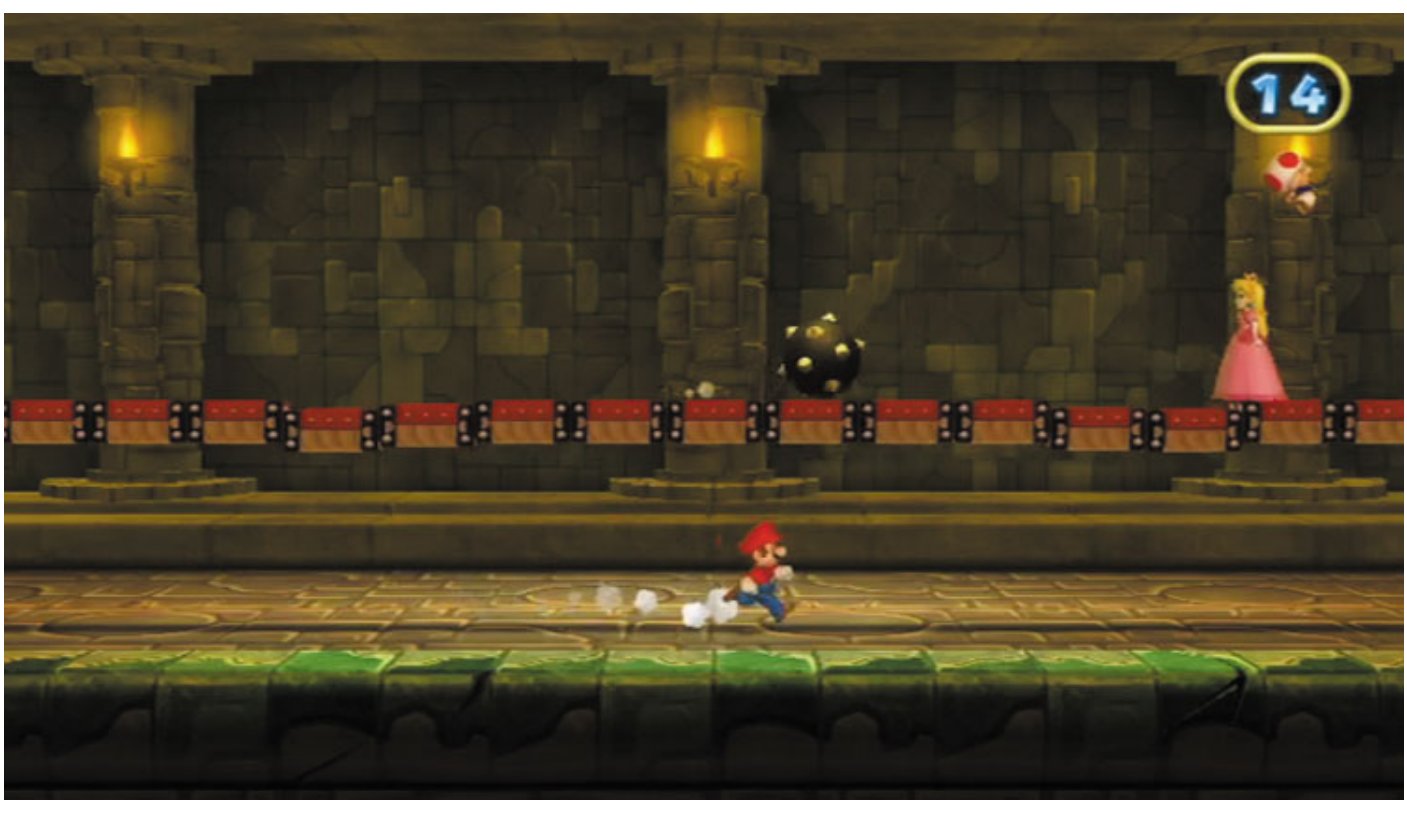
How to Play: Rivals

Hold the Wii Remote sideways. Press gthe D-Pad to move and 2 to jump.

In Spike-n-Span, the solo player gets to spell disaster for his or her rivals by bouncing a spiked ball in their direction.

Any rivals who don't escape that rolling globe are knocked for a loop and eliminated.

The solo player wins by black-balling all of the rivals, while the rival team wins by surviving until time's up. Okay, let's get rolling!

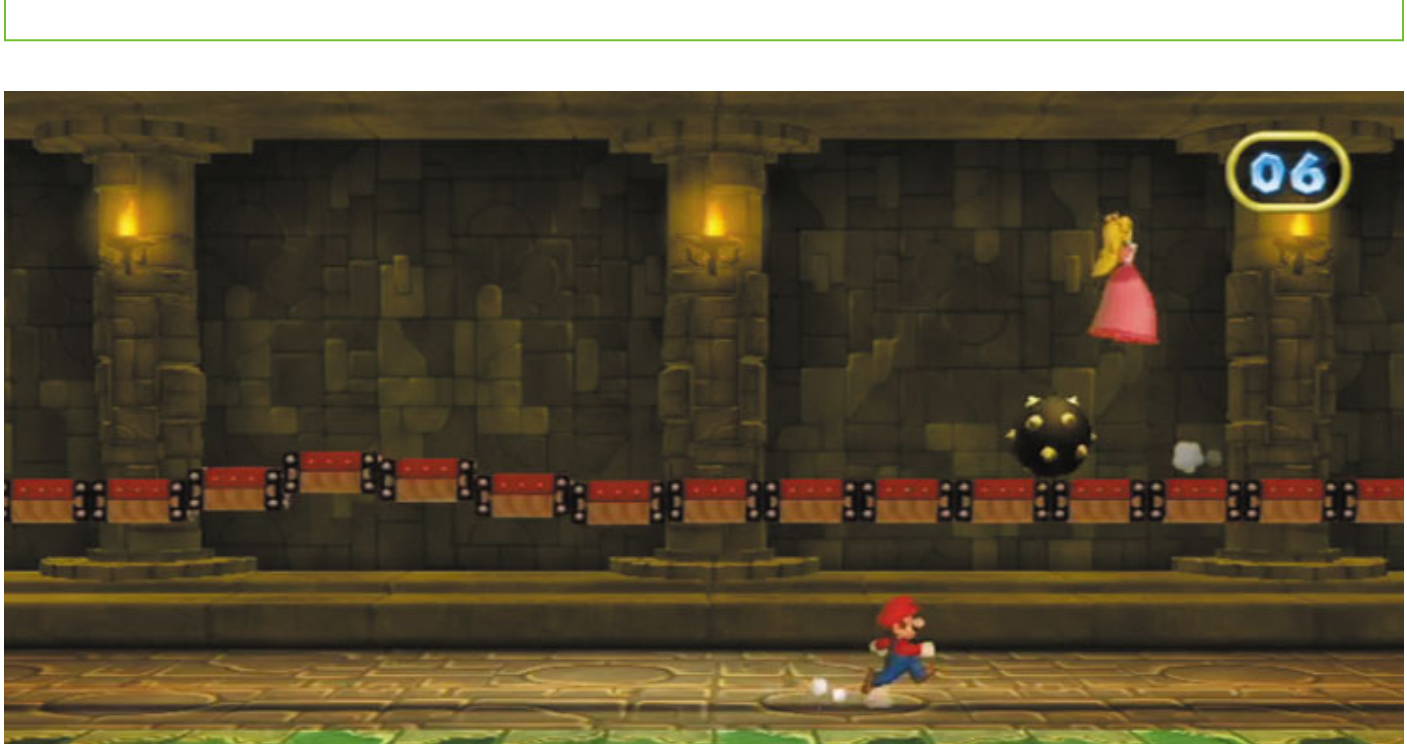


When playing from the solo perspective, you must jump up to punch the overhead floor upon which the rivals stand.Punching the floor to the left of the spiked ball will make it roll to the right, and vice versa.

If you punch the floor when you're directly beneath the spiked ball, it will fly up into the air to knock leaping rivals from the sky. It's therefore best to roll the ball toward the rivals and remain ready to punch it upward in case you see them jump!

Tip

Punch the floor beneath a rival to stun them for a split second. Do this after you've sent the ball tumbling toward them, and they'll have a tough time of escaping!



The rivals are restricted to a two-dimensional walkway, but they should still try to split up as best they can to present multiple targets.

Jumping over the spiked ball usually works at first, but a wily solo player will begin to follow the ball, ready to punch it into the air and foil this basic escape attempt.

Get crafty when this happens and fake out the solo player by lightly tapping 2 to perform a short hop, then steer away from the ball in midair and sprint underneath it the moment you land. Smooth moves!

With the unpredictable nature of the spiked ball and the solo player's small variety of tactics, Spike-n-Span allows for some interesting creativity on both sides.

The rivals must survive for a full 30 seconds up there, which can feel like quite a long time against a cunning solo player. Let's see what you've got!

1-vs.-Rivals Minigames

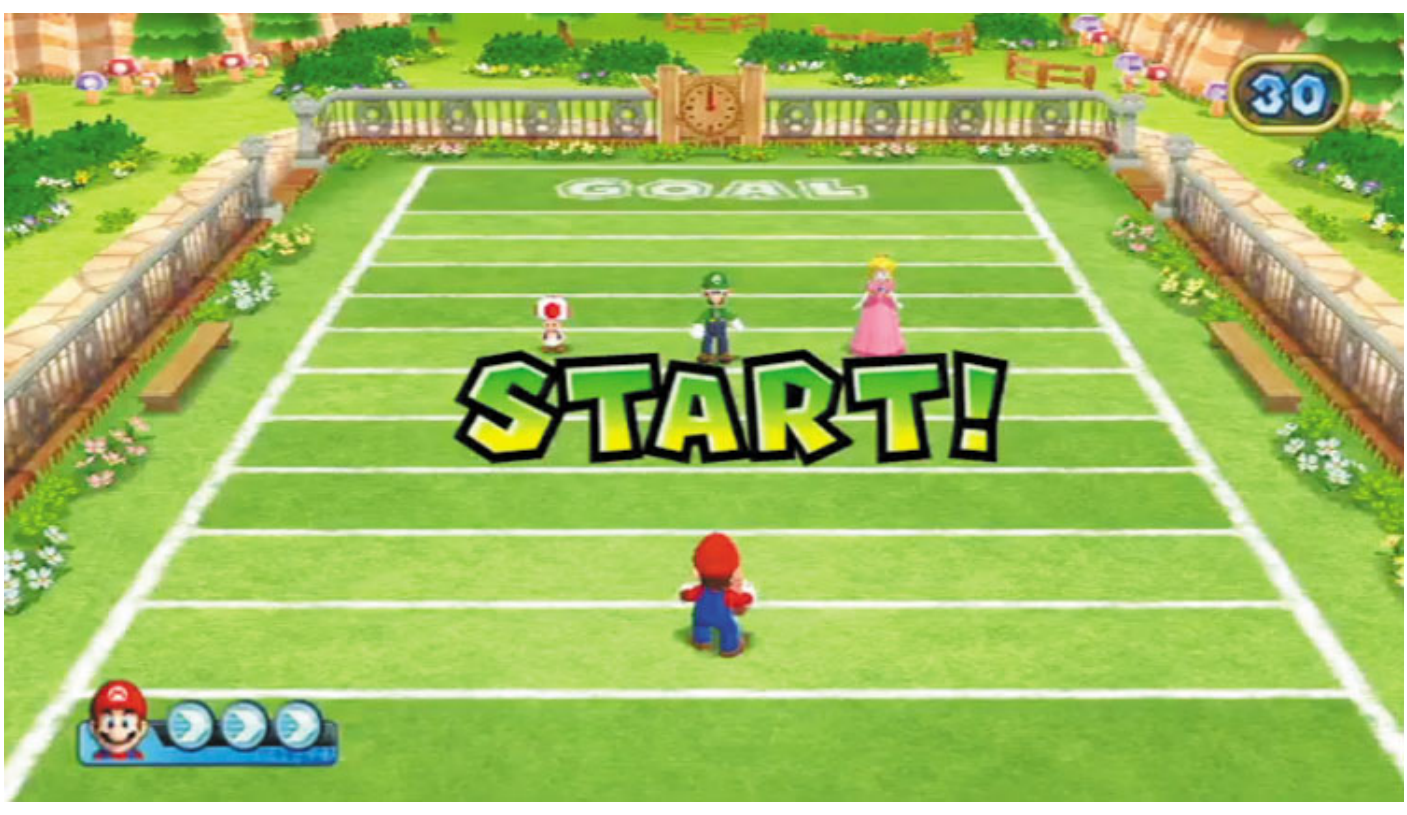
Tackle Takedown

How to Play: Solo Player

Hold the Wii Remote sideways. Press the D-Pad to move and 2 to sprint. You can sprint as long as you still have a sprint icon remaining.

How to Play: Rivals

Hold the Wii Remote sideways. Press the D-Pad to move and 2 to tackle.



Are you ready for some football? In Tackle Takedown, the solo player must sprint for the end zone while the team of rivals attempts to tackle the solo player and stop him or her from scoring. Whose moves will score them the win on this little gridiron?

Things may sound tough for the solo player in this sporting event, and in truth, they are.

But the solo player has the excellent advantage of being able to briefly sprint three separate times during the game, gaining a short but dramatic boost of speed whenever they choose.

Each time the solo player sprints, one of the sprint icons in the lower-left corner disappears. Use your sprints wisely to slip around those rival tacklers and make a dash for that end zone!

Tip

Run to one side of the field to make the rivals give chase, then quickly change directions and sprint around those silly rivals, making them miss with their tackles as you give them the slip!

When playing as the rivals, it's important to employ sound defensive tactics. Remain patient and don't overpursue the solo player.

Send just one or two tacklers toward him or her while the rest hang back to defend the turf near the end zone.

Even if the first line of defense falters, you'll still have one or more teammates in the backfield, ready to bring that ball carrier down. And any teammates who fell on their faces before can play catch-up and make a game-saving tackle from behind!

Note

The rivals must tackle the solo player in order to stop him or her. Simply running into the ball carrier won't do!

Tackle Takedown is a challenging event for the solo player, but the ability to sprint makes all the difference.

If the solo player is wise with their sprints, they can use them to slip past each defender and score the game-winning touchdown fairly easily. But if those rivals are keen on defense, that solo player is in for a quick trip to the showers!

1-vs.-Rivals Minigames

Weird Wheels

How to Play: Solo Player

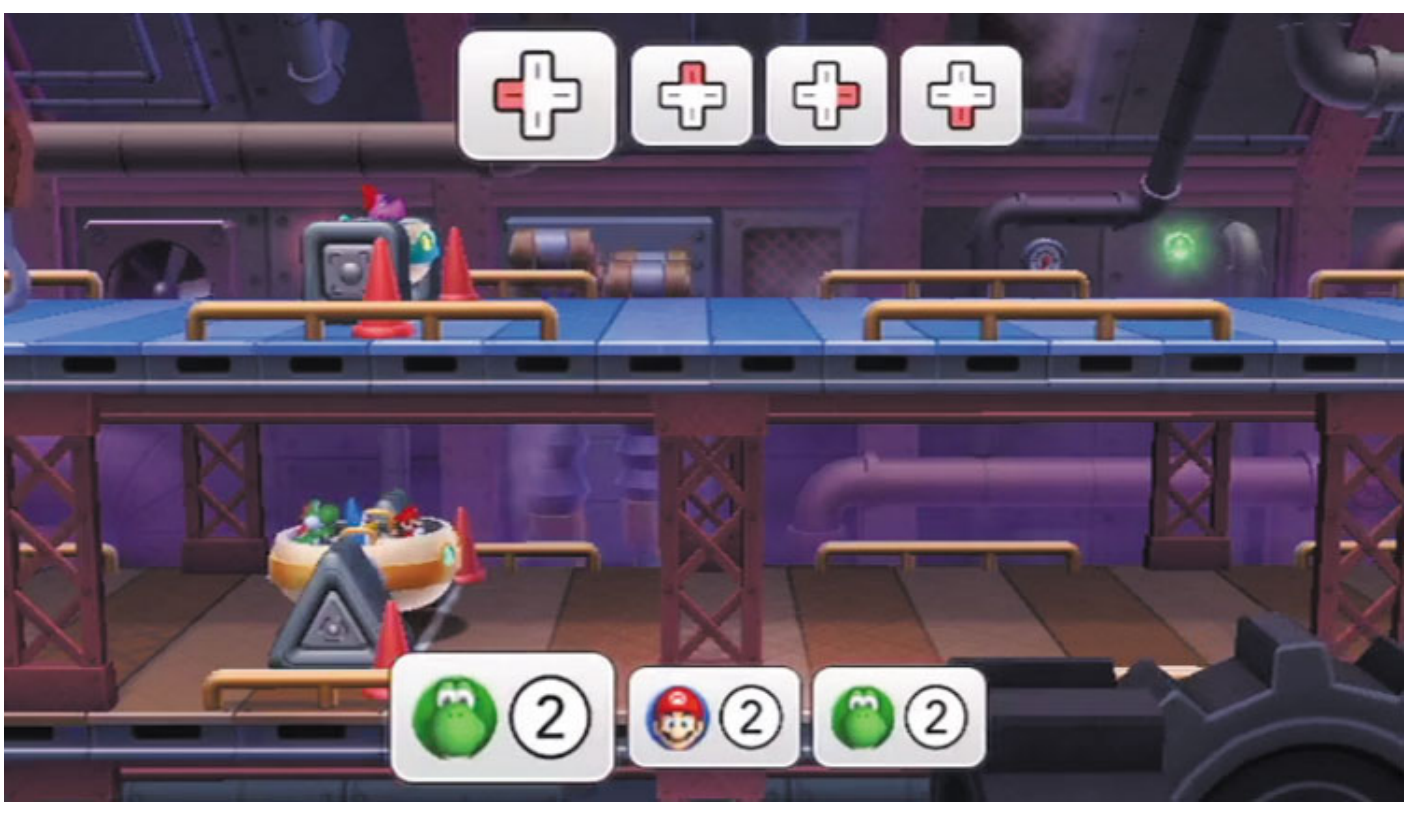
Hold the Wii Remote sideways. To move forward, press up, down, left, or right on the D-Pad according to the order of buttons shown onscreen.

How to Play: Rivals

Hold the Wii Remote sideways. The players take turns moving the vehicle forward by pressing 1 or 2 according to the order shown onscreen.

In Weird Wheels, both the solo player and the team of rivals must race their zany vehicles along a straight path by quickly inputting the buttons that appear on their respective halves of the screen.

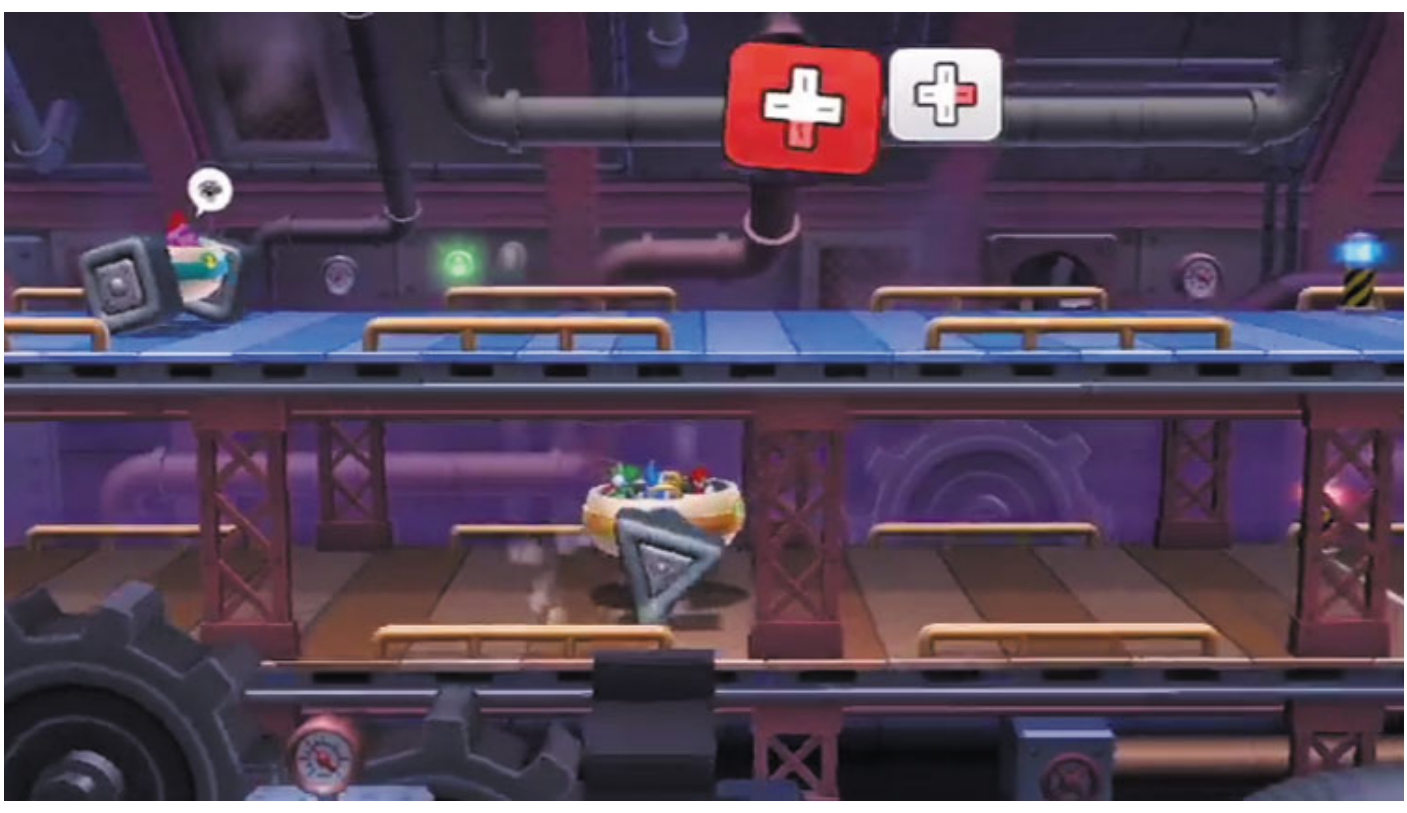
The side that's faster at keying in those commands will arrive at the finish line in style!



Both sides have similar tasks in Weird Wheels, but the solo player has more buttons to worry about.

Though this seems like a disadvantage, consider how much easier it is for one person to tap in a string of commands compared to a team of players who must coordinate their efforts.

Given the extra challenge that the rivals face, it's only fair that their button strings are a little shorter and simpler!



Pressing the wrong button at any point will ruin a combo and force you to wait for a new string of commands to appear.

This can be a pretty big setback, so try not to mess those buttons up! Speed is clearly important, but so is pressing each button properly.

Note

Sometimes a member of the rival team won't be given a button to press. If a player on the rival team presses a button out of turn, that combo will be cancelled!

The button combos never really become any more challenging, but you've still got to keep a fast rhythm going if you wish to finish first.

And, of course, you do! So kick it into high gear and punch in those buttons faster than the other side without making any mistakes. Way to roll!

Bowser Jr. Minigames

Bowser Pop

How to Play

Hold the Wii Remote sideways.

Press D-Pad to move and 2 to get on the seesaw while on the ground.

The player on the seesaw can press D-Pad to move it left or right.

Bowser Jr. is nowhere to be seen at the start of this little minigame. Instead, several balloons bearing his likeness float high in the sky.

Work with your partner to operate a seesaw device and use it to add loft to your leaps that let you fly up and pop those balloons.

Burst every one before time runs out to beat Bowser Jr. at his own game!

One player will be standing on one side of the seesaw at the start of Bowser Pop.

The other player should leap onto the seesaw's vacant side to start utilizing the device and boost their buddy up toward those overhead balloons.

Jump every time your partner is about to land on the seesaw to add even more height when your partner boosts you upward.

The player left standing on the seesaw between boosts should use the D-Pad to follow their partner as they maneuver through the air bursting balloons.

Line it up so that the airborne teammate lands directly onto his or her side of the seesaw and keep the momentum going!

Tip

Coordinate with your buddy and tell them which balloons you're going after so they know where to move the seesaw while you're soaring through the sky.

Beware: Bowser Jr. has a sneaky surprise in store for you. After you pop all of his initial balloons, Jr. appears on a much larger balloon and taunts you from on high.

Time is running out, so hurry over to Jr. and burst his bubble before it's too late!

Note

Ten seconds are added to the clock when Jr. arrives, giving you a fighting chance to beat the little baddy even if you were nearly out of time.

Bowser Jr. Minigames

Bumper Sparks

How to Play

Hold the Wii Remote sideways.
Tilt the Wii Remote in the direction you want to turn.

The tension is electric in Bumper Sparks, a fun yet frantic minigame battle against Bowser Jr. Your goal is to bounce Jr. into the electrified ring that surrounds the combat arena.

Knock that little loudmouth into the ring three times for a shocking good time!

This minigame seems simple enough, but Jr. has some slick moves and is pretty good at giving you and your partner the slip.

Work together with your teammate to close in on Jr. from two different angles. This limits Jr.'s escape options and gives him little chance of slipping past.

There's no penalty for touching the electrified fence—except for the few seconds you lose while you're being zapped!

Notice how Jr. is moving and gauge his momentum as a means of anticipating where he'll go next.

Maneuver into position to head Jr. off and ram him backward into the unforgiving electrified ring.

Jolt Jr. three times in this fashion to emerge victorious!

Each time Jr. suffers a nasty shock, he gains a brief moment of invincibility. Jr. uses this opportunity to flee to the center of the arena.

Expect this and retreat to the center along with Jr. so that you can ram him the moment he becomes vulnerable again.

Thirty seconds is plenty of time to punish Jr., so long as you and your teammate work together and are careful not to get in each other's way!

Bowser Jr. Minigames

Cage Match

How to Play

Hold the Wii Remote sideways.

Press D-Pad to move and 1 to hit the fence.
Press 1 while on one side of the revolving doors to switch which side of the fence you're on.

No, Bowser Jr. isn't strapping on his MMA gloves for this event. In Cage Match, your goal is simply to catch Jr. as he scampers all around a large wall of metal fencing.

Work with your partner to corner Jr. and capture him to secure the win!

Bowser Jr. is slightly faster than you and your partner, so you need a strategy to snare him. The trick to beating Bowser Jr. lies in using both sides of the fence.

One player should immediately move to the nearest cage door and press 1 to punch it.

This flips that player over to the fence's opposite side, letting you team up and approach Jr. from both angles.

Note

The square gaps in the cage serve as obstacles. Don't let Jr. use these to escape!

The player who's on the same side of the cage as Jr. should track the little pest down. The other player can't catch Jr. from the opposite side of the fence, but they can press 1 to punch the cage and stun Jr. for a brief time.

This is an important part of the Cage Match minigame, because stunning Jr. gives the pursuing player the precious seconds they need to catch up and secure the win!

You've just 30 seconds to catch Bowser Jr. during Cage Match, so don't waste any time up there.

Study Jr.'s movements and anticipate his escape routes as you work with your partner to corner him. Stun the little creepoid and catch him while he's dazed to knock him off the cage and score the KO!

Bowser Jr. Minigames

Crossfire Caverns

How to Play

Hold the Wii Remote sideways.

Tilt the Wii Remote in the direction you want to move your mine cart. Press 2 to fire your cannon.

All right, you've caught Bowser Jr. in a cross fire! In this exciting minigame battle, you and your teammate each man a cannon that's affixed to a mine cart.

Jr. is caught on the rail that lies between you. Blast away to blow that baddy to bits!

Like always, Jr. is pretty good at maneuvering out of harm's way. He can also take cover behind the giant stalagmites that stick up from the depths below.

Your first order of business is to blast those rocky obstacles out of your way so that Jr. is always exposed.

Caution

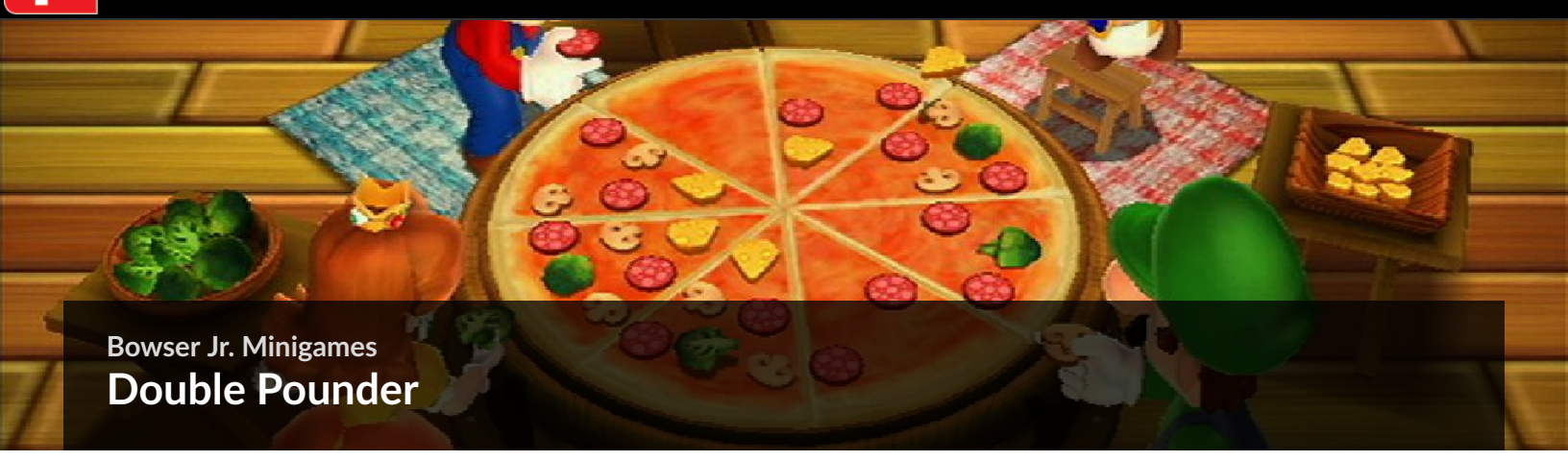
Be careful not to shoot your buddy, or you'll stun them for a brief time!

After you clear out most of the stalagmites, start focusing on blasting Bowser Jr. The best time to catch Jr. is when he's changing directions—speed after him until he reaches the end of his track, then fire when he's forced to double back!

Due to the lag of your cannonballs, blasting Bowser Jr. takes a bit of getting used to.

You need to account for this lag, which means anticipating Jr.'s moves and firing a little in advance.

It really isn't as tough as it sounds once you get the feel for how fast your cannonballs travel. Shoot Jr. three times to send him tumbling into the dark depths below!



Bowser Jr. Minigames

Double Pounder

How to Play

Hold the Wii Remote sideways.

Press D-Pad to move, 2 to jump, and 2 while jumping to perform a ground-pound.

In this Bowser Jr. minigame, you must work closely with your teammate to achieve victory.

Ground-pound all of the colored switches in the playing area as fast as you can, but make sure to hit those switches at the same time as your partner, or it won't count!

Start by sprinting over to any color switch you like. Wait for your partner to step onto the matching switch, then perform a coordinated ground-pound to shut both switches off.

You and your teammate need to come crashing down on your respective switches at the same moment in order to shut them off.

Repeat this with all four sets of switches to pull the plug on Jr.'s chances of victory!

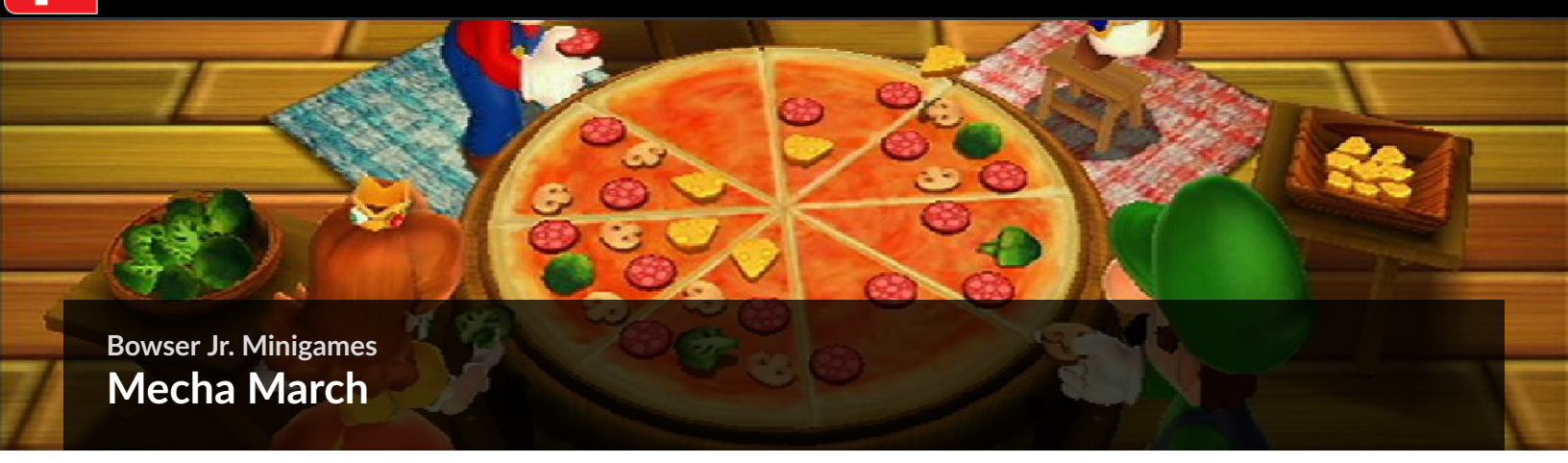
If you're playing with a computer-controlled teammate, hitting the switches is a total breeze—the computer will anticipate your moves, so just jump up high and then hit 2 to slam down with a ground-pound.

However, when playing with a real buddy, it helps to coordinate your efforts through verbal communication.

Stand over both of your switches, then count out loud: one, two, jump! Press 2 at the height of your jumps to ensure a well-timed ground-pound every time.

Double Pounder is probably the easiest and most straightforward Bowser Jr. minigame, so pick this one every time the little guy gives you the option.

You have a whole 30 seconds to trigger just four pairs of switches, so take your time and pound each pair properly!



Bowser Jr. Minigames

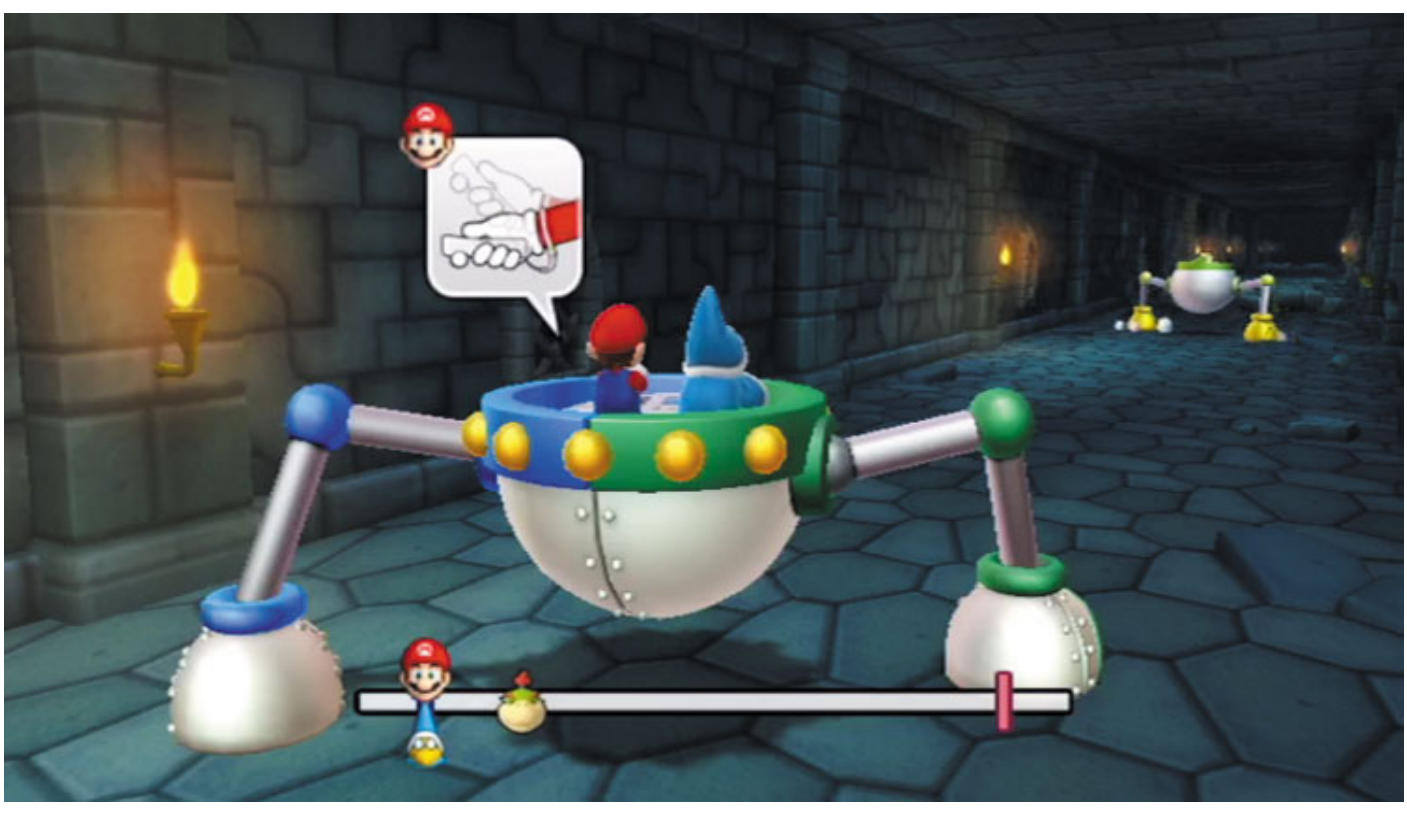
Mecha March

How to Play

Hold the Wii Remote vertically.
Swing it in time with the instructions shown onscreen.

Mecha March is an inventive Bowser Jr. minigame in which the players must chase Jr. down a long hallway in their robotic two-legged vehicle.

Input the onscreen commands as fast as you can to stomp forward with speed and catch Jr. before he can escape!



Jr. starts off a good distance ahead of you, so you and your partner have work to do.

Fortunately, the controls are simple: just swing your Wii Remote downward each time the onscreen instruction appears over your character's head.

You'll operate one leg, and your buddy controls the other. This means you must take turns swinging your Wii Remotes in turn.

Tip

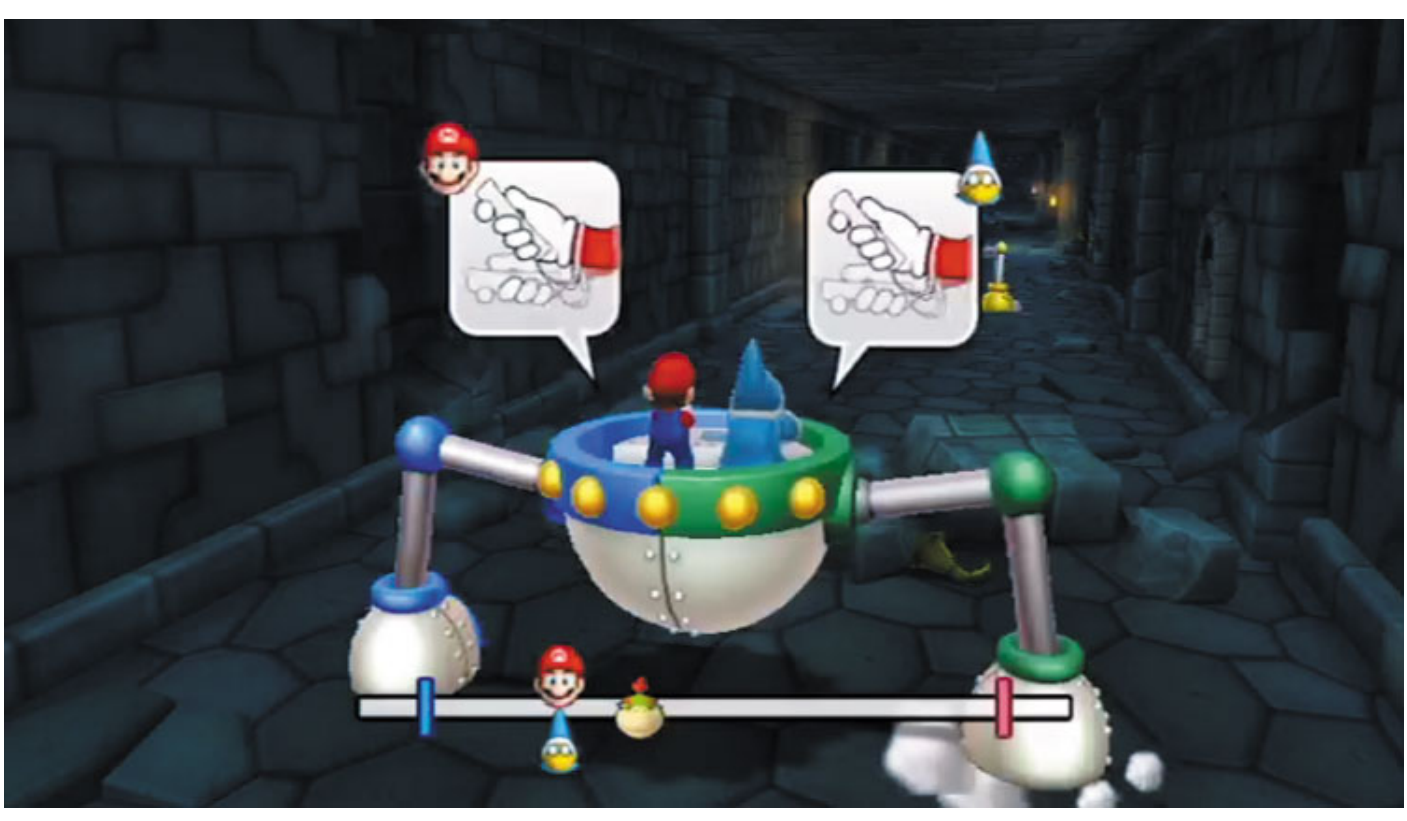
Start slow until you get a feel for the rhythm of your vehicle—one, two, one, two. You'll naturally begin to swing faster and faster, picking up speed and gaining ground.

Once you master the timing, you can swing your Wii Remote to take a step before the onscreen instructions have a chance to appear!

Caution

Don't just wave your Wii Remote around like a crazy person or you'll upset the timing of the sequence and cause your vehicle to stumble.

Swing downward once, then wait for your partner to do the same before you swing again.



At certain points, you'll need to perform a simultaneous downward swing with your partner in order to leap over rubble that lies in your way.

When you see some rubble up ahead, be prepared to swing downward along with your partner. You must both swing downward at the same time to make your vehicle leap past the debris.

The meter at the screen's bottom indicates how far ahead Jr. is of you, and how much more hallway you have to work with.

Though Jr. enjoys a good head start, the hallway is really long, so you have plenty of time to catch up. Keep on truckin' until you catch that little creep!

Bowser Jr. Minigames

Pair of Aces

How to Play

Hold your Wii Remote vertically.

Point at the area you want to shoot your cannon, and press A to fire. Press B to dodge Bowser Jr.'s incoming attacks.

In this high-flying minigame, your goal is to outgun Bowser Jr. as you battle him among the clouded skies.

Blast that little baddy three times before the clock ticks to zero and you'll ground him for good!

Jr. has some slick moves, so you've got to pick your shots carefully during Pair of Aces.

Watch the little creep carefully as he bobs and weaves all about, then be quick to blast him each time he pauses for a moment.

This is the ideal time to strike Jr. because he's really tough to hit while moving!

Pair of Aces isn't just a turkey shoot, mind you. Jr. has attacks of his own in the form of heat-seeking missiles that he commonly fires when he becomes stationary.

Be quick to press B the moment you see the B icon appear above your character, or Bowser Jr. will blast you, leaving you unable to return fire for a moment!

Like most Bowser Jr. minigames, you have a full 30 seconds to get the job done in Pair of Aces.

This is ample time, provided you're careful to avoid Jr.'s missiles and are quick on the draw when he pauses. Blast Jr. three times to send him tumbling down in flames and ensure these stormy skies are secure!

Bowser Jr. Minigames

Pedal to the Paddle

How to Play

Hold the Wii Remote sideways.
Press D-Pad to move and 2 to jump.

In Pedal to the Paddle, you and your partner must work together to operate a large gondola wheel made of spokes and platforms.

Take turns jumping on the wheel's platforms to make it travel toward the goal on the far right. Beat Bowser Jr. to the finish and race off with the win!

Steering that giant gondola wheel takes a bit of getting used to.

One player should stay near the top, leaping onto each platform as it passes across the center line and begins to descend to the right.

The other player can hang out near the bottom and jump onto platforms that the top player "sends" their way.

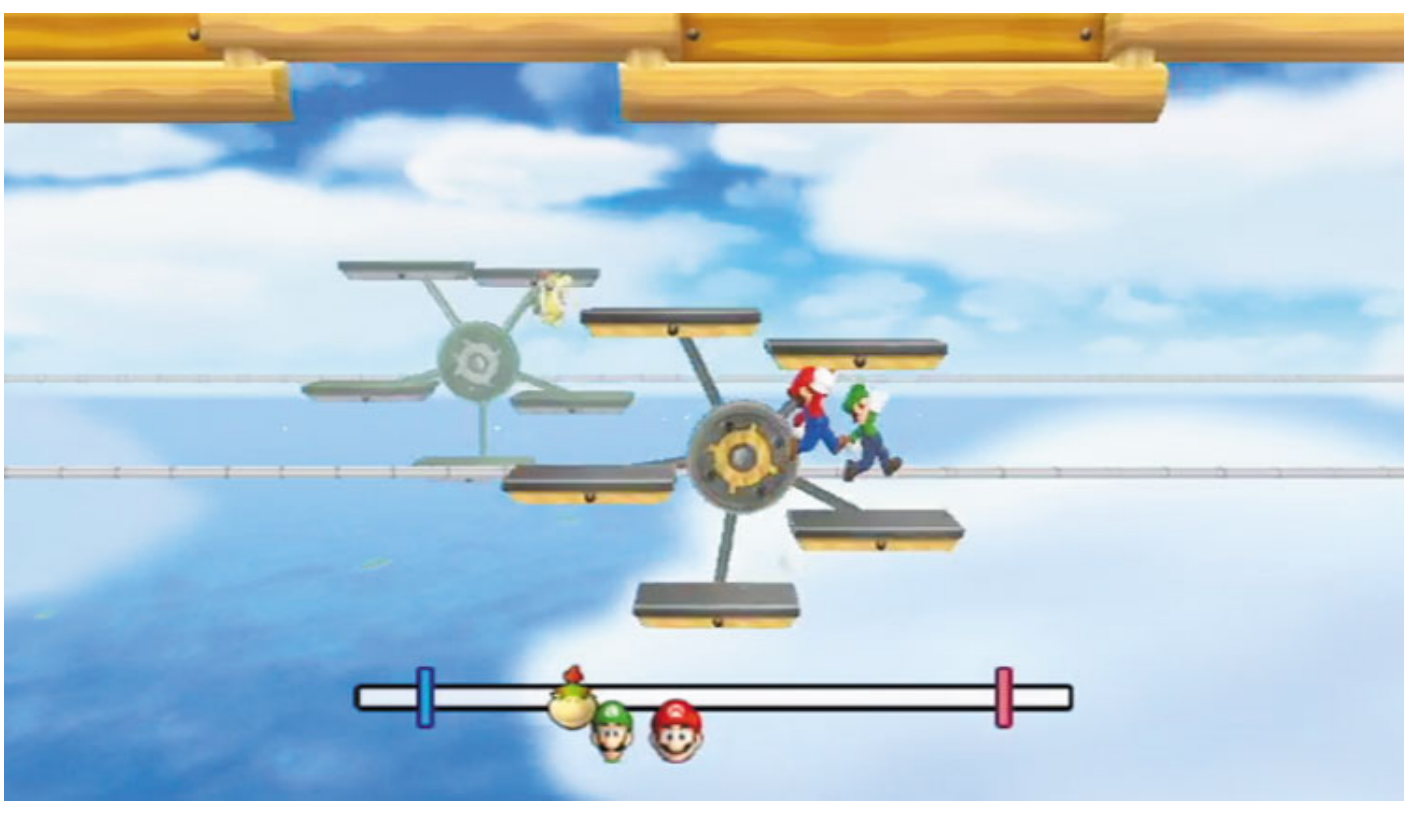
If you can keep to these ideal positions, you'll leave Bowser Jr. in the dust!

Caution

Don't land on any of the platforms while they're to the left of the gondola's center line, or your ride will stop dead in its tracks!

Caution

Try not to fall from the gondola or you'll lose precious seconds waiting to reappear!

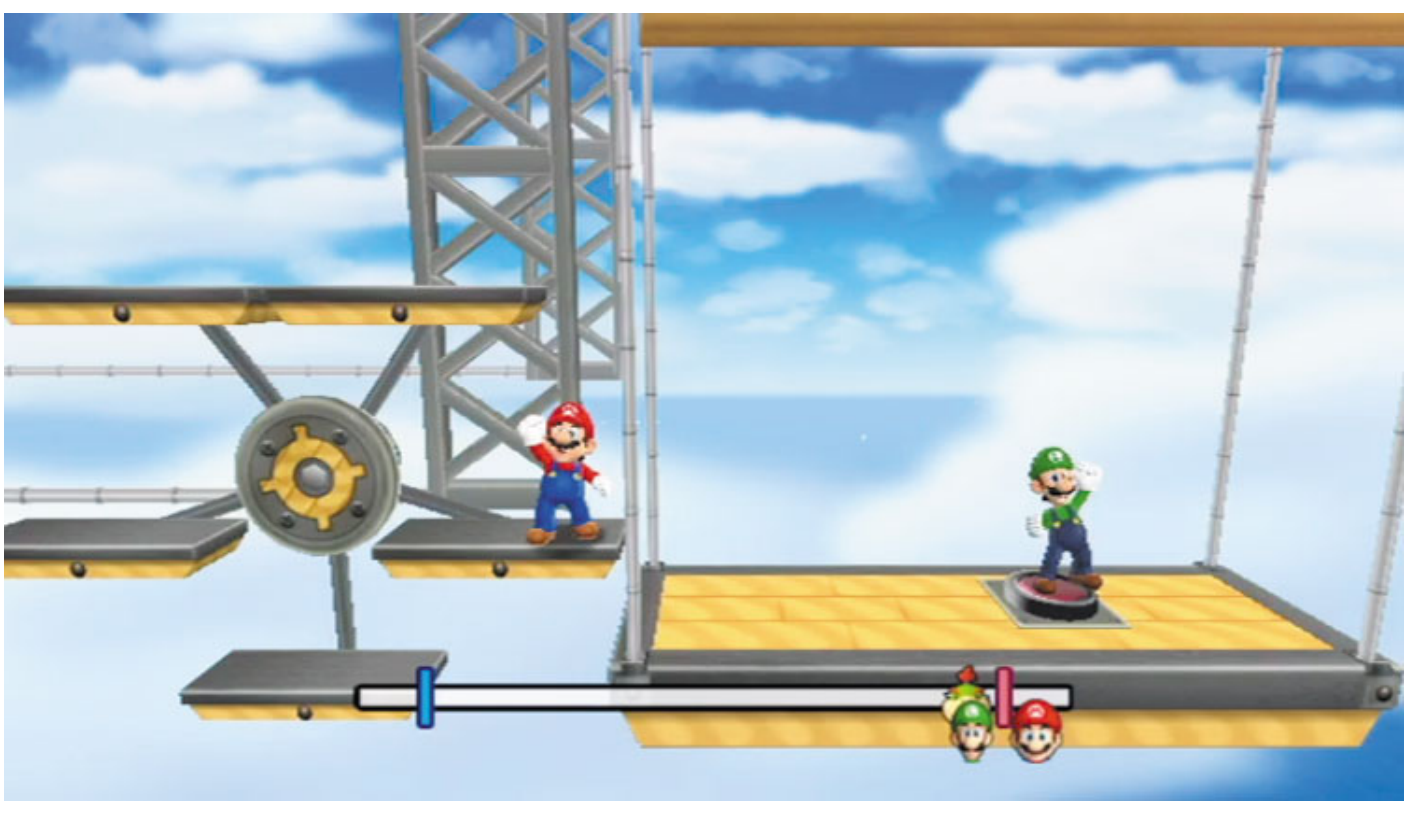


Keeping near the top of the gondola is tricky, so don't bother if you're having trouble at it.

You can still move the gondola pretty quickly by hanging out near the bottom and leaping onto the platforms as they pass the horizontal line.

It helps if one player can remain above the other, but they don't need to be all the way up top.

Moving the gondola wheel in this fashion is significantly slower, but it's still fast enough to beat Jr. on the default difficulty setting.



The meter at the screen's bottom indicates how far you've left to travel.

Just keep landing on those platforms as they spin over to the right, and make sure that wheel in the sky keeps on turning!

Bowser Jr. Minigames

Sand Trap

How to Play

Hold the Wii Remote sideways.

Press D-Pad to move, 2 to jump, and 2 while jumping to perform a ground-pound.

Sink Bowser Jr. in Sand Trap, a unique minigame in which you and your partner must work together to trigger special panels that cause sections of the board's sandy floor to vanish.

Knock out the floor beneath Jr.'s feet to drop him into the pits!

Think of Sand Trap as a more challenging version of Double Pounder.

You and your teammate must perform simultaneous ground-pounds to activate the panels along the outside edge of the gridlike sand pit where Jr. frolics.

Each time you do this, a square segment of the sand pit evaporates, giving Jr. fewer places to hide. Keep it up until he has no place left to run!

Tip

When playing with a real buddy, use a simple two-count to time your jumps, then press 2 at the height of your jumps to spin into simultaneous ground-pounds!

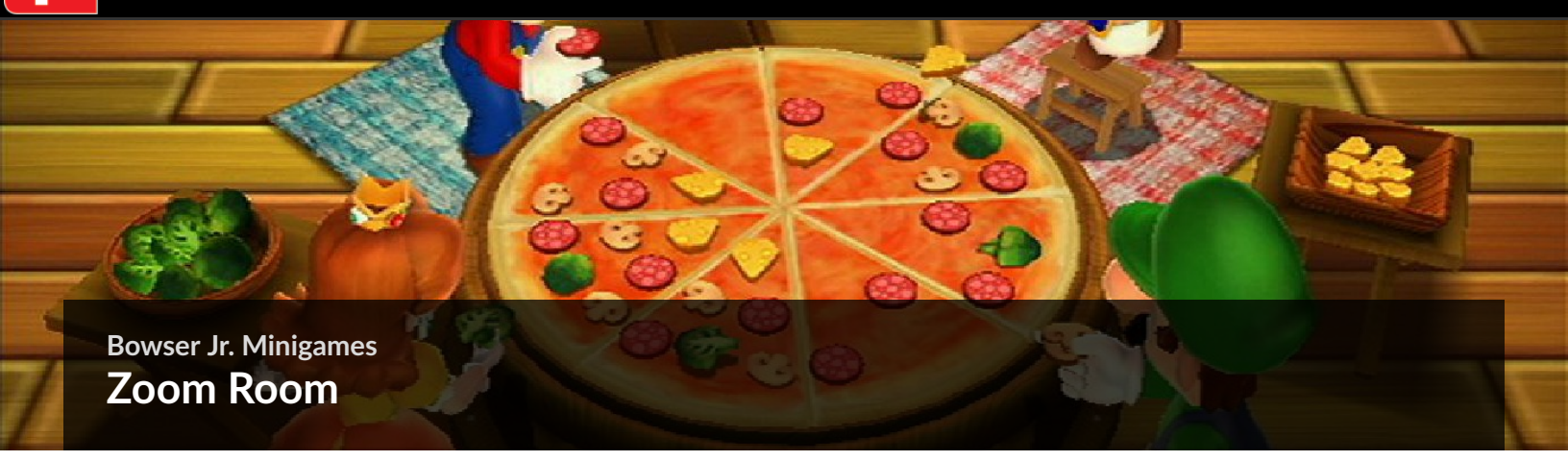
Bowser Jr. is good at reading your intentions and moving out of harm's way, so you've got to work fast if you're going to trap him.

Just keep pounding those panels to make more and more of the sandy floor disappear. The faster you do this, the sooner Jr. will become stuck and unable to flee his fate!

Sand Trap is a tricky minigame until you get the hang of it.

Pay attention to where Jr. is running, and look for ways to box him in by making certain sections of the sand pit vanish before he can flee.

Once you've got Jr. cornered, eliminating him is short work. But don't dally out there in the desert sun—you've just 30 seconds to dunk Jr. beneath the dunes!



Bowser Jr. Minigames

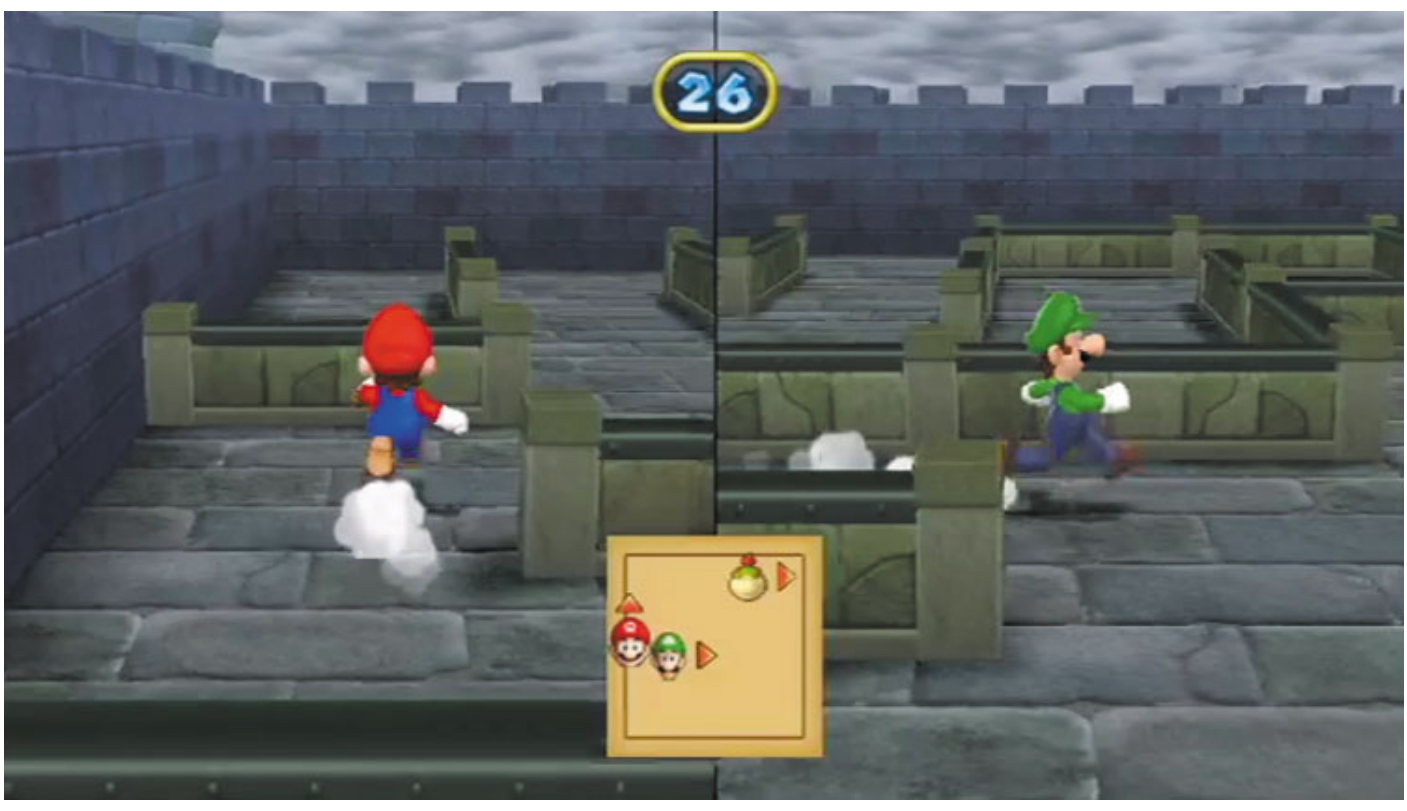
Zoom Room

How to Play

Hold the Wii Remote sideways.

Press D-Pad to move.

In this frantic dash through a mysterious maze, your goal is to track down and capture Bowser Jr. before time expires. Can you catch that little cretin before it's too late?



Zoom Room is one of the more challenging Bowser Jr. minigames because your zoomed-in view prevents you from seeing much of the maze you're running through.

Instead of relying on your eyes, you've got to use the little radar that appears at the bottom-middle of your screen.

Use this tiny HUD element to keep tabs on Jr. and your partner as you work at closing in.

Don't follow your partner through the maze. Instead, work together to corner Jr. by approaching him from separate paths.

Keep glancing back at the radar to ensure Jr. doesn't give you the slip as you begin to zero in on him. Jr. always begins way up north.

Try to trap him early, and don't let him escape to the middle or south half of the maze, or you'll have a tough time getting the job done!

Jr. is a bit faster than you and your buddy, so you've got to outsmart him. Communicating with your partner and continually glancing at the radar are the ways to do this.

The tiny troublemaker starts to sweat bullets when you and your teammate begin to close in. Don't let that pesky punk off the hook!

Boss Battle Minigames

Boss Battle Minigames Introduction

You may play all of the boss battles from every board at any time by visiting the Minigames menu. This helps you brush up on your skills for when you face these big baddies during regular Party mode games!

Even Donkey Kong and Diddy's special minigames are available to play at the Minigames menu, but only after you unlock DK's Jungle Ruins at the Museum. You'll find these same sections in the "Game Boards" chapter whenever bosses are encountered, but we figured it'd be nice to put them all in one convenient place for you as well. You're welcome!

Boss Battle Minigames

Blooper Barrage

How to Play

Hold the Wii Remote vertically.
Point at the area you want to shoot, and press A to fire.

This is one of the more straightforward boss battles in the game, but that doesn't mean Blooper is a pushover. Only the objective is simple: point your Wii Remote at the screen and press A to fire your cannon at Blooper each time the boss bounds out of the surrounding blue.

You earn one point for each hit you score on the ill-tempered squid, so fire at will!

Tip

Aim for Blooper's tentacles when he leaps into the air—this gives you a good chance to hit the boss when he soon dives back underwater!

Blooper doesn't make your job easy. The slippery squid hops all around, ducks for cover underwater, and even heaves prickly Urchins that deduct one point from the player they hit.

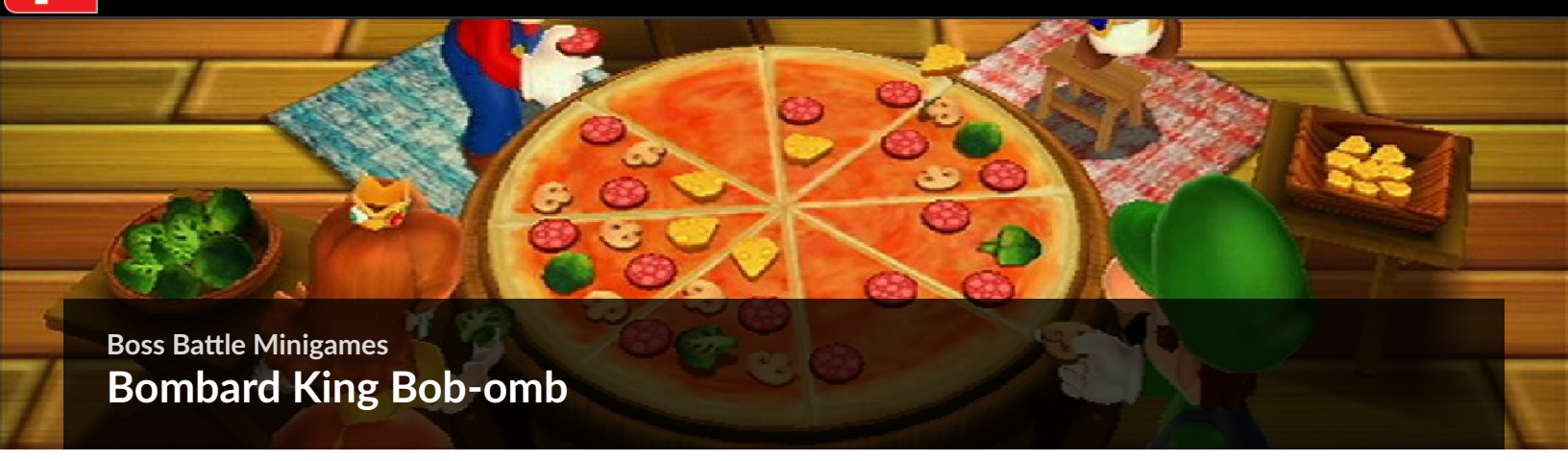
Keep a close eye on Blooper and blast any inbound Urchins that are marked with your character's portrait. This redirects the Urchins toward another player, letting you unload on Blooper without fear of losing points!

Tip

Shooting down Urchins is important, but don't let anything distract you from blasting Blooper. That's where the money is!

Bombard Blooper enough times to drain half his health, and the big squid's temper will get the better of him. Blooper will begin to bound around in a wild rage, presenting a far more challenging target. Blooper also tosses out many more Urchins than before, giving you plenty to worry about.

As if all that weren't enough, the steaming squid will even ink the screen from time to time, blotting out much of your vision. Don't let these dastardly distractions stop you from blasting Blooper to oblivion!



Boss Battle Minigames

Bombard King Bob-omb

How to Play

Hold the Wii Remote sideways.
Press D-Pad, A, 1, or 2 to pick a bomb.

This event is much like a guessing game. Four bombs of varying sizes are presented to the players each turn. Secretly select a bomb by pressing the corresponding button on your Wii Remote. Your rivals will do the same!

After all four players have made their choice, their characters automatically rush toward the bomb they've chosen. Throw bombs in order from left to right, unless two or more players picked the same bomb.

Whenever this happens, those players will collide on their way to the bomb, and none of them will get to throw it! Don't always go for the biggest bomb in the batch or you may never get a chance to score.

Note

Bigger bombs do more damage to King Bob-omb and will also earn you more points. There are small, medium, and large bombs, and they're worth one, two, and three points, respectively.

Caution

When fewer than four players are fighting against King Bob-omb, the boss will sometimes randomly toss away a bomb before anyone can get to it. Jerk!

Like other bosses, King Bob-omb doesn't take kindly to having half of his health blasted away. Now each turn, the bulbous boss will toss bombs at anyone who fails to blast him with a bomb!

Being bombed by the king costs you one point, so pick your bombs wisely from this point forward. You may want to play it safe and go for the smallest bombs, which are often overlooked.

Tip

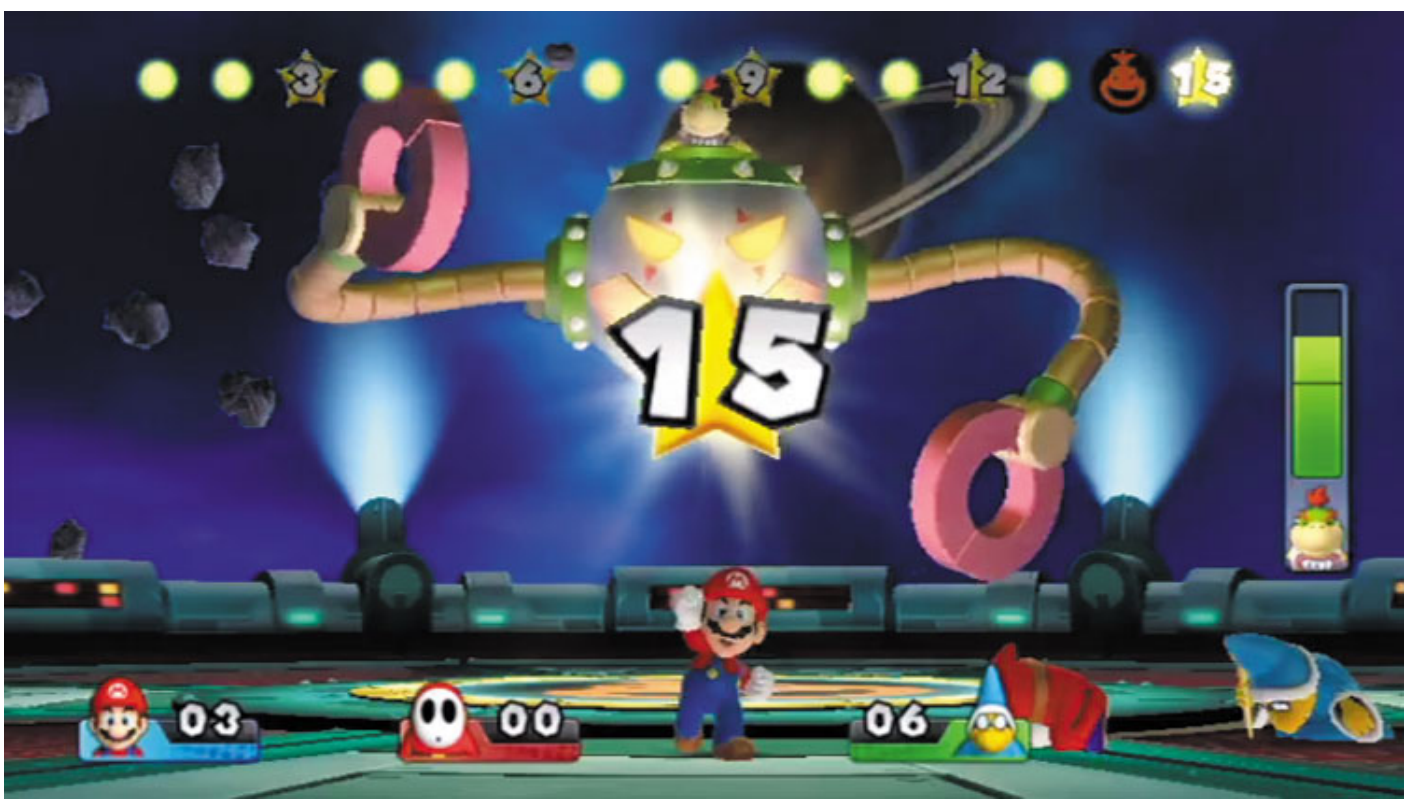
Throw the bomb on the far left when King Bob-omb is near defeat. It'll strike the boss first, giving you a better chance of scoring the final attack bonus!

Boss Battle Minigames

Bowser Jr. Breakdown

How to Play

Hold the Wii Remote vertically.
Press A to hit the Dice Blocks.
You can make the Dice Blocks spin faster by shaking the Wii Remote.



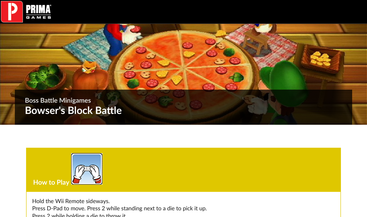
During this battle, each player takes turns rolling a unique Dice Block. The number that you roll will light up the same number of segments along the gauge at the screen's top. Each time you fill the gauge to one of the special star-shaped points, you get to leap over to Bowser Jr. and attack him, scoring points in the process!

If you fail to fill up the gauge to a star-shaped point, the next player gets to try. The gauge will continue to fill until someone damages Jr.; the more full the gauge, the more damage you can deal. If you manage to fill the meter without stopping on any of the star-shaped points, you'll unleash a massive attack on this trash-talking boss!

Caution

If your luck isn't running very high, you might end up filling the gauge to a Bowser Jr. point. Whenever this happens, the tables are turned and you lose some of your points. Not cool!

After you batter away half of Jr.'s health, the little guy throws a big ol' temper tantrum. Now several Bowser Jr. points appear on the gauge, making it more difficult to preserve your points. But what can you do? Just keep on rolling in the hopes that you'll damage Jr. and walk away the victor!



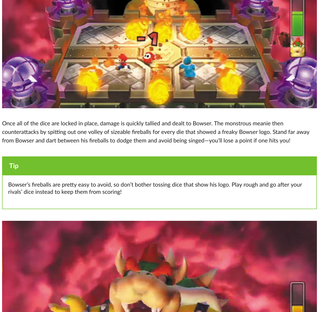
Boss Battle Minigames

Bowser's Block Battle

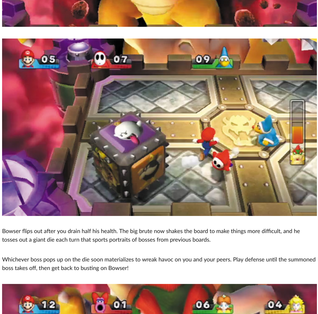
How to Play

Hold the Wii Remote sideways.
Press D-Pad to move. Press 2 while standing next to a die to pick it up.
Press 2 while holding a die to throw it.

In this epic battle, hold the Wii Remote sideways and press 2 to hoist and throw oversized dice around a small, confined area. Your goal is to make your character's portrait pop up on as many dice as possible before time runs out. The more of your portraits you cause to appear, the more damage you'll deal to Bowser and the more points you'll earn in return!



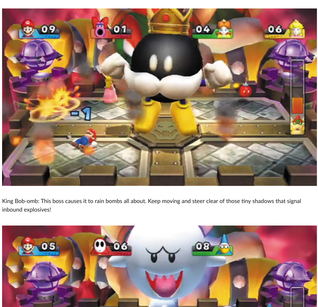
Of course, your rivals will be trying to accomplish the same feat. Don't let them! Toss any dice you see that have your rivals' portraits on them to mess up their game and potentially earn more points for yourself if your portrait pops up. See how much damage you can inflict to that big bossy brute each turn!

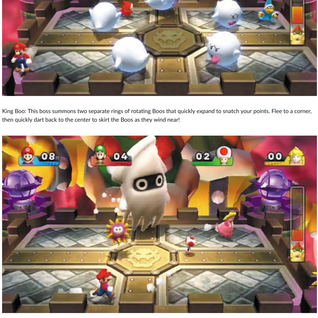


Once all of the dice are locked in place, damage is quickly tallied and dealt to Bowser. The monstrous meanie then counterattacks by spitting out one volley of sizeable fireballs for every die that showed a freaky Bowser logo. Stand far away from Bowser and dart between his fireballs to dodge them and avoid being singed—you'll lose a point if one hits you!

Tip

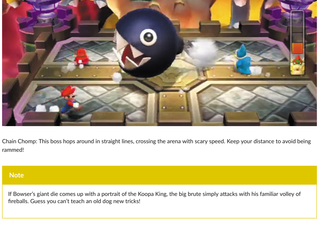
Bowser's fireballs are pretty easy to avoid, so don't bother tossing dice that show his logo. Play rough and go after your rivals' dice instead to keep them from scoring!





Bowser flips out after you drain half his health. The big brute now shakes the board to make things more difficult, and he tosses out a giant die each turn that sports portraits of bosses from previous boards.

Whichever boss pops up on the die soon materializes to wreak havoc on you and your peers. Play defense until the summoned boss takes off, then get back to busting on Bowser!



Wiggler: This boss stomps all around the arena in a rage. Stay out of his way to avoid being trampled!

King Bob-omb: This boss causes it to rain bombs all about. Keep moving and steer clear of those tiny shadows that signal inbound explosives!

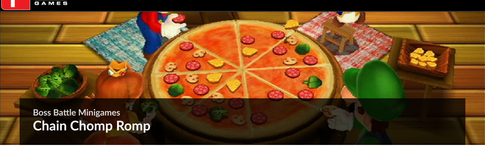
King Boo: This boss summons two separate rings of rotating Boos that quickly expand to snatch your points. Flee to a corner, then quickly dart back to the center to skirt the Boos as they wind near!

Blooper: This boss furiously hurls prickly Urchins every which way. Treat this barrage just like Bowser's fireballs: Stay near the foreground to give yourself more time to dodge!

Chain Chomp: This boss hops around in straight lines, crossing the arena with scary speed. Keep your distance to avoid being rammed!

Note

If Bowser's giant die comes up with a portrait of the Koopa King, the big brute simply attacks with his familiar volley of fireballs. Guess you can't teach an old dog new tricks!



Boss Battle Minigames

Chain Chomp Romp

How to Play

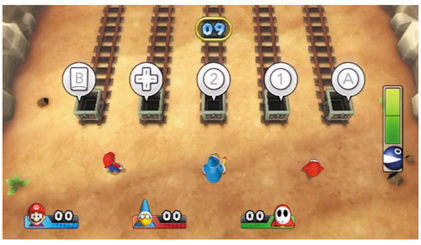
Hold the Wii Remote sideways.
Press D-Pad, A, B, 1, or 2 to select a mine cart.

This unique boss battle presents you with a choice of five mine carts. Each cart will follow its own track toward Chain Chomp, but only some of the carts will take you to the cannons that lie at the run's end. Other tracks will lead you directly into Chain Chomp's choppers!

Note

Gold cannons are worth three points, while iron cannons are worth only one. Always go for the gold!

Mentally pick the cannon you wish to arrive at and then watch the tracks carefully as the camera quickly pans from the cannons back toward the players. The tracks change every turn, and certain tracks connect to others, causing you to take a wild ride toward your cannon of choice. It isn't easy, but do your best to find the ideal route for you, working backward in your mind as the camera quickly pans along the rails.

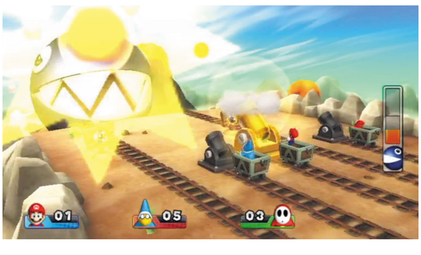


Once you've found the perfect path, press the corresponding button to select the appropriate cart before any of your rivals do!

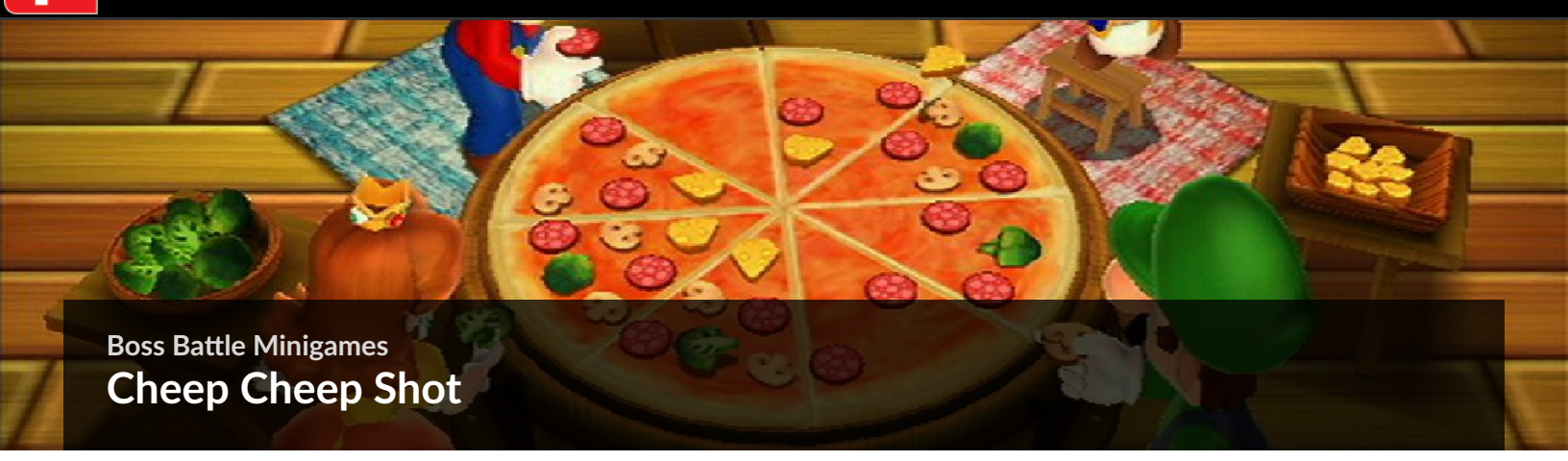
Tip

The cannons are always fired from left to right, so when Chain Chomp is near defeat, try to arrive at the cannons on the left for a better chance of scoring the final attack!

Reaching a cannon lets you blast Chain Chomp, feeding the fiend a mouthful of metal and scoring some points in the process. You lose a point each time you choose wrong and end up speeding toward Chain Chomp, so try to avoid taking this kind of thrill ride!



Chain Chomp becomes hopping mad after you blast half his health away. Now there will be even fewer cannons to choose from, and more tracks will lead toward the toothy titan. You've got to think fast when picking your carts from now on!



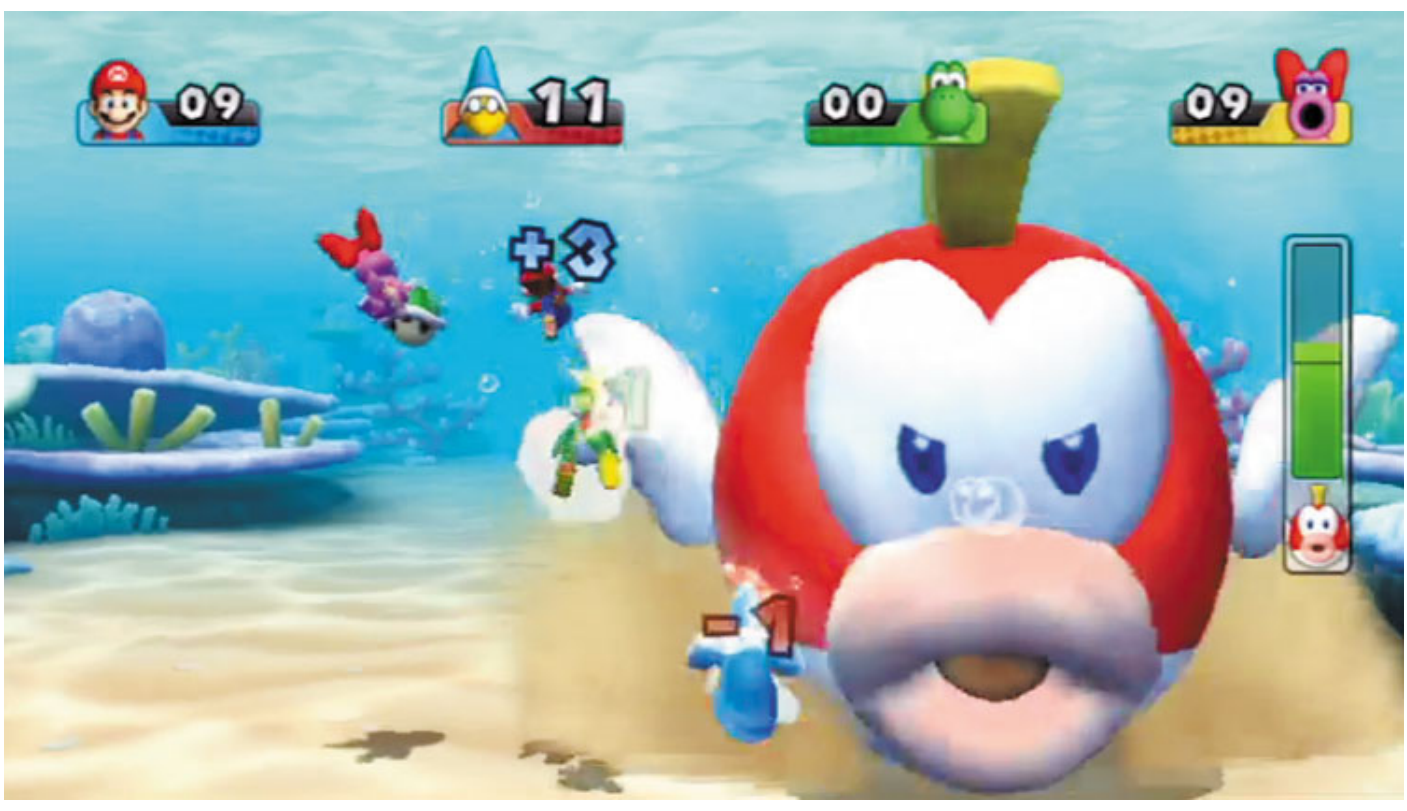
Boss Battle Minigames

Cheep Cheep Shot

How to Play

Hold the Wii Remote sideways.
Tilt it in the direction you want your character to move.
Swim into a shell to pick it up. Press 2 to throw shells.

Keep an eye on the background and look for shells that slowly drift toward the foreground. Swim up to a shell to grab it, then move into position and press 2 to fire the shell at Cheep Cheep. You score three points each time you smack Cheep Cheep with a shell!

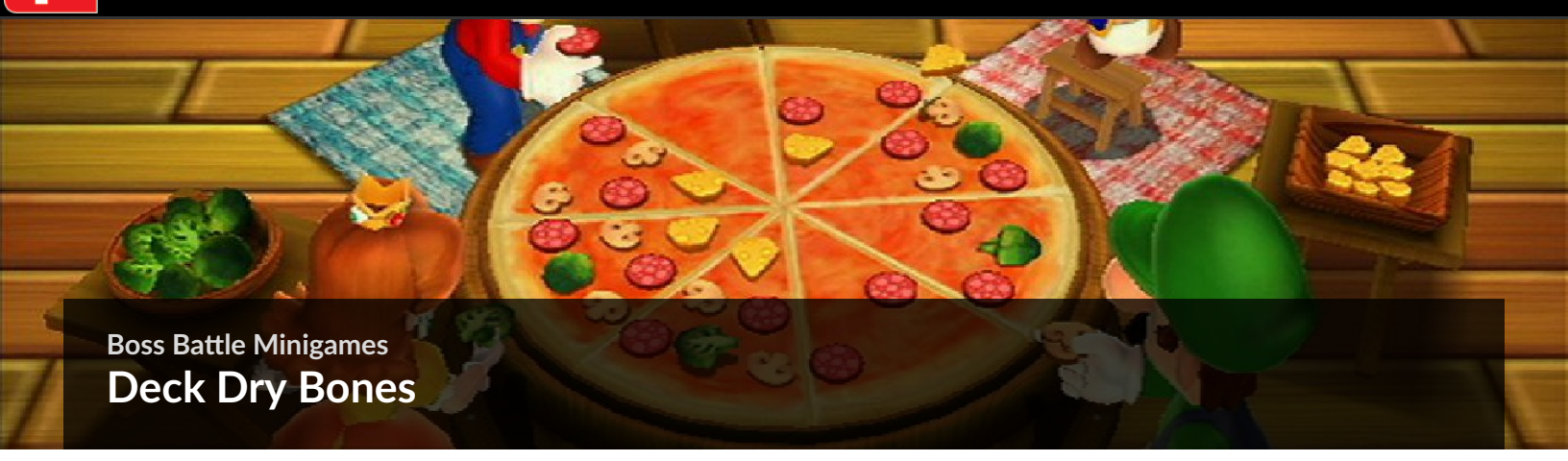


Proper aim is important, but so is firing off lots of shells to score points. Don't linger in front of Cheep Cheep for long, either—the boss regularly darts toward the foreground, attempting to ram anyone who gets in the way. Being struck by Cheep Cheep causes you to lose one point, so keep clear of the boss when you're not attacking!

Tip

Cheep Cheep does an angry little dance before bolting forward, and he often charges at you in retaliation for hitting him with a shell. Watch that silly fish's movements carefully!

After half of Cheep Cheep's health is gone, the big baddie comes down with a serious case of shell shock. Cheep Cheep will now periodically fly into the sky and come splashing back down in a fury, knocking a point away from anyone who's caught in the irate fish's wake. Watch Cheep Cheep's shadow when the boss takes flight, and make sure you're nowhere near the splashdown point!



Boss Battle Minigames

Deck Dry Bones

How to Play

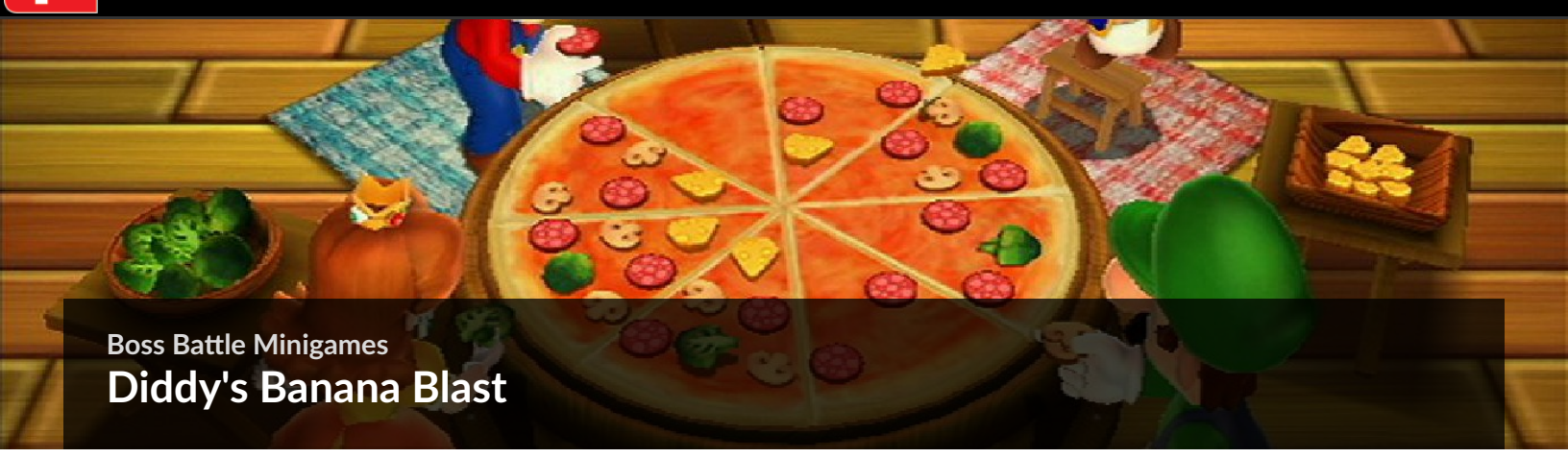
Hold the Wii Remote vertically.
Point at the card you want to select, and press A to confirm.

This boss battle plays out much like a memory game. Several cards are shown faceup for a brief moment before they're all turned facedown. Try to remember the symbols on each card!

Dry Bones arrives moments later, landing on one of the colored platforms to the side. Notice where he lands, then quickly point your Wii Remote at the card you believe matches his platform's color and shape, and press A to select it. You've got to be quick or your rivals might choose the card before you!

Guessing right wins you three points and causes Dry Bones to suffer damage. More and more cards are presented as the battle wears on, along with more types of Dry Bones platforms, making matters increasingly difficult. Worse, certain cards will sport Dry Bones logos—don't pick these or the fiend will toss a bone at you, knocking away one of your points!

Dry Bones may seem like a pushover at first, but he really cranks up the challenge after you cut down half his health. Now Dry Bones will shuffle the cards after they've been flipped facedown, making it tough to remember which cards were where! Do your best to pick cards that match Dry Bones's platform until you at last bury this bothersome baddy.

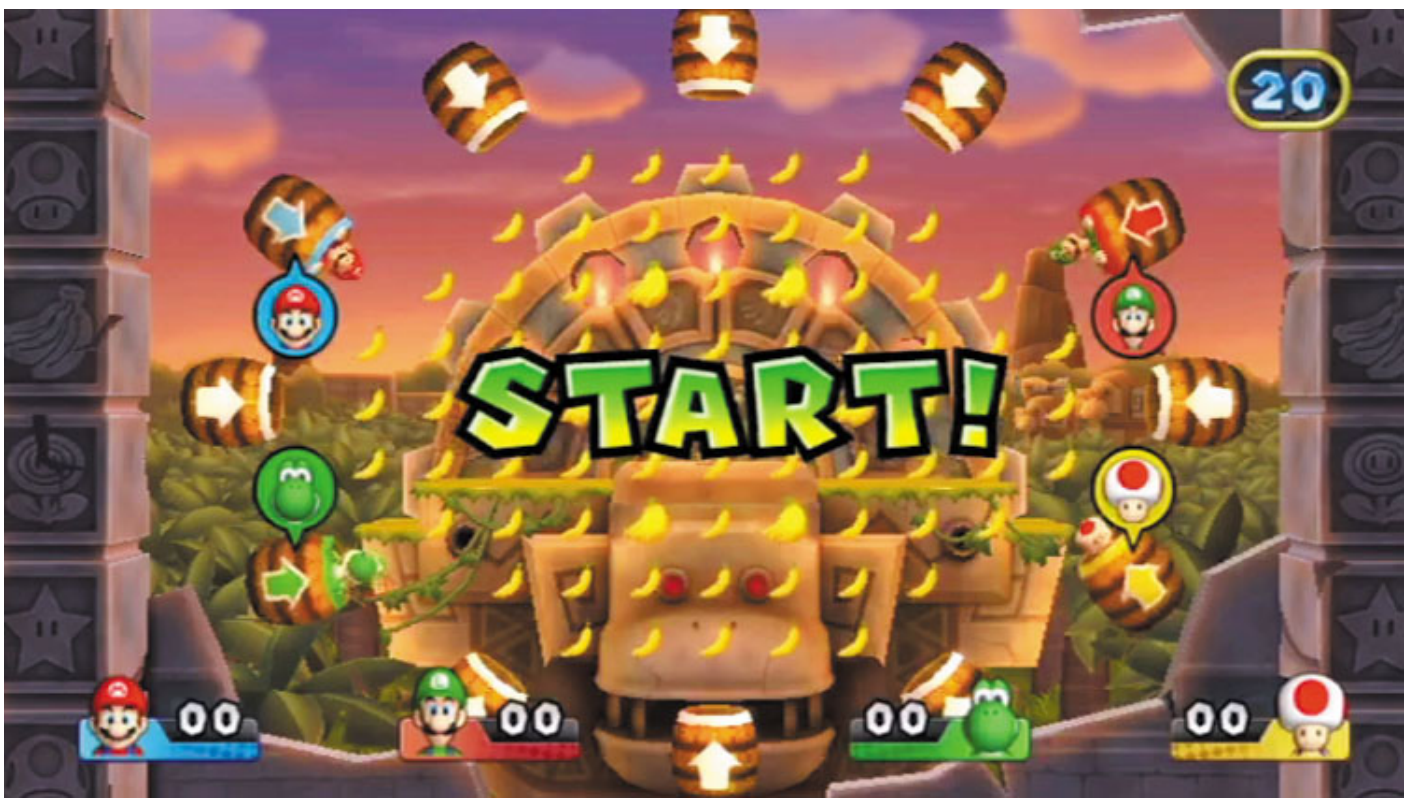


Boss Battle Minigames

Diddy's Banana Blast

How to Play

Hold the Wii Remote sideways.
Press 2 to launch yourself out of the Barrel Cannons.



Diddy leads you to a secret part of the ruins, where a wide ring of barrels surrounds a big spread of Bananas. Each player begins in a barrel. Hold the Wii Remote sideways and press 2 to boost out, grabbing Bananas on your way across the grove!

At first, just keep hammering 2 to quickly boost between barrels and collect as many Bananas as possible. When the pickings become slim, start using the barrels' guide arrows to line up and launch toward the few Bananas that remain. You may need to zip to another barrel before you can set up a good line of travel, but don't waste too much time!

Tip

The barrels' guide arrows change to the color of the player who's seated inside. This helps you keep track of your character during this wild Banana scramble!

Note

If a rival is already seated inside a barrel that you're headed toward, you'll bounce harmlessly off of him or her and land in a nearby barrel instead. Midair collisions are also possible, causing you to tumble off-course!

This mad dash for Bananas ends when time ticks down or there are no more Bananas left to grab. You can score big during this event if you're lucky, so give it all you've got!

Boss Battle Minigames

DK's Banana Bonus

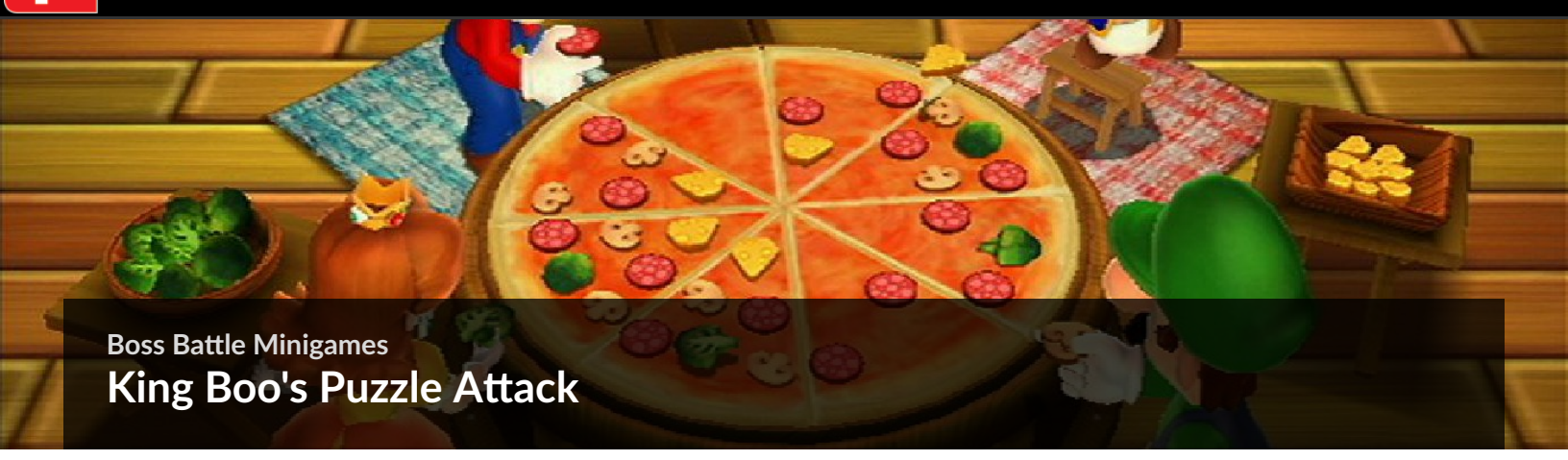
How to Play

Hold the Wii Remote sideways. Press 2 to launch yourself out of the Barrel Cannon.
Press D-Pad to move left or right while in midair.

In this exciting event, a row of barrels lines the ground, with a host of Bananas floating up above. Hold the Wii Remote sideways and press 2 to blast out of the barrels, then press left or right to steer yourself in midair, aiming to claim as many Bananas as you can!

The biggest bunches hover way up on high. Rocket up to the moving barrel that drifts above the lower hanging fruit, then soar upward to claim even more tropical delights!

Those Bananas just keep coming, so don't stop launching until time runs out. See if you can impress DK with your fruit-harvesting skills!



Boss Battle Minigames

King Boo's Puzzle Attack

How to Play

Hold the Wii Remote sideways.
Press D-Pad to move the cursor.
Press 2 to select an item, then press up, down, left, or right on g to trade places with another item.

In this frantic boss battle, you must damage King Boo by connecting three or more of the same type of item across a wide playing grid. Hold the Wii Remote sideways and press 2 to select an item, then press any direction to slide the item to a neighboring space, trading places with another item. Whenever you manage to connect three or more items in a straight line (not diagonally), you'll deal damage to King Boo!

Note

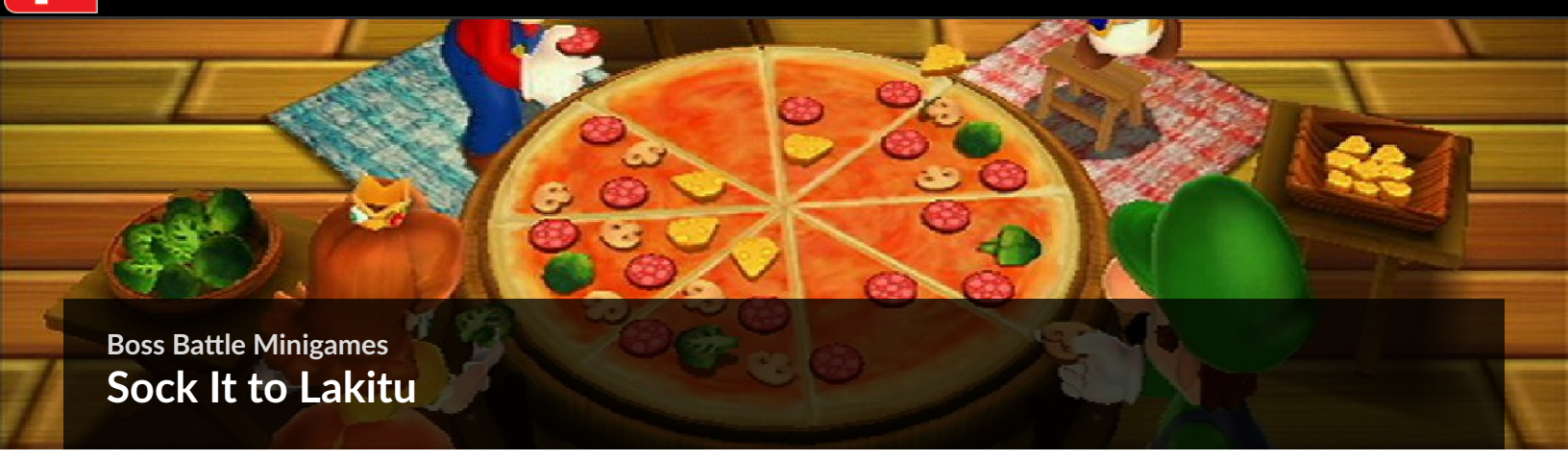
There are five different types of items: blue and red Fire Flowers, red and green Koopa Shells, and those almighty lightning bolts.

All items inflict the same amount of damage to King Boo except lightning bolts, which deal significant extra damage and also deduct some points from all of your rivals. Connecting lines of four or more is also worthy of bonus points, but don't get too fancy—just do your best to keep those points rolling in by scoring as often as you can!

Note

There's no penalty for making a move that doesn't damage King Boo, so keep shifting items around until you make something happen!

King Boo throws a royal fit after you lop off half of his health. Now regular Boos will start chasing your cursor around the screen, freezing it in place whenever they manage to catch up. Quickly shake the Wii Remote to break free of a Boo's grip, then get back to beating on their wicked king!



Boss Battle Minigames

Sock It to Lakitu

How to Play

Hold the Wii Remote sideways.
Use the D-Pad to move and 2 to jump.

Your goal is simple: Just press 2 to jump up and hit the floating blocks whenever Bullet Bills appear on them. This will cause one, two, or three Bullet Bills to fly out and blast Lakitu—the amount varies based on the number of Bullet Bills that are shown on the block when you hit it. The more Bullet Bills on the block, the bigger the attack!

Caution

Don't hit the blocks when a Spiny appears on them, or you'll spawn a troublesome enemy!

Caution

Avoid falling off the edge of the grassy area, or you'll lose time waiting to respawn.

Each Bullet Bill causes a bit of damage to Lakitu, whose health is measured by a meter on the right. You also earn one point each time you hit Lakitu. Your goal is to have the highest score at the end of the battle, so blast this bad boss early and often!

Caution

Steer clear of the roaming Spiny enemies that Lakitu hurls into play. You lose a precious point each time you bump into one!

Tip

Don't wait too long for those valuable triple Bills—you won't earn any points if a rival manages to run up and hit the block before you!

Lakitu becomes really angry after you blast half of his health away, and the boss throws a giant Spiny into play that's tough to avoid. Worse, this hulking Spiny costs you two points when touched—not good! Keep far away from the giant Spiny to preserve your precious points, and continue launching Bullet Bills at Lakitu until the boss finally goes down.

Boss Battle Minigames

Spike Strike

How to Play

Hold the Wii Remote vertically.
Quickly point at a hammer, and press A to choose it.
Be careful you don't pick a branch by mistake!

Hold the Wii Remote vertically during this frantic battle and aim at one of the "?" logos that appear onscreen. These logos will soon change into pictures of hammers and sticks. Quickly press 2 to pick up a hammer before your rivals can take it!

After you grab a hammer, you'll automatically use it to smack one of Spike's rolling balls back at him. This is why you don't want to pick up sticks—they're too puny to do the job!

You get one point for knocking balls back at Spike with an iron hammer, and three points for whacking them back with a gold hammer. Wooden sticks aren't worth anything—in fact, you'll lose a point when the stick shatters and the ball rolls you over!

Caution

There aren't always enough hammers to go around. Even iron hammers are preferable at times like these!

Soon enough, Spike will start seeing red. Like other bosses, this happens when you knock his health down to halfway. Now there will be even fewer hammers to choose from and less time to decide, forcing one or more players to suffer a loss of points each turn. Be quick to grab the first available hammer to protect your precious points!

Boss Battle Minigames

Whomp Stomp

How to Play

Hold the Wii Remote vertically. Press left or right on D-Pad to select 0 or 1 turns of the platform.
While standing on Whomp, press A to jump and A again to ground-pound.

In this unique boss battle, each player must choose how many turns they wish to move around the central platform.

Hold the Wii Remote vertically and press right to move one turn, or press left to remain stationary. The idea is to pick a number that won't cause you to wind up underneath the background space, upon which Whomp comes crashing down after each turn. This is easier said than done, because you never know how many turns the platform will take. Everyone's choice is a secret!

When playing with four players, one unlucky soul will always wind up next to Whomp. This poor fellow is in for a nasty smashing! Each time Whomp comes crashing down on a player, they lose one point. Think about what your rivals might be picking and try not to end up under Whomp!

The remaining players who were not crushed by Whomp have a chance to score some points. Whomp falls face-first when he slams the ground, leaving his back exposed. Hurry and ground-pound him by pressing 2 to jump and 2 again in midair! Each successful ground-pound earns you three points, making this a high-scoring contest.

Note

The player who lands on the left space will have the least amount of time to ground-pound Whomp, while the player who lands on the right space has the most time. Don't wait for rivals to climb onto Whomp's back—start ground-pounding the moment you hop up there!

Tip

Hammer 2 as fast as you can to perform short ground-pounds that take less time. You can ground-pound Whomp up to four times if you're quick!

Eventually, Whomp will become irate and slam the center of the platform, increasing the turn count before anyone can choose how many turns they wish to move. Keep this in mind and continue to outthink your rivals in an effort to avoid being pancaked.

Boss Battle Minigames

Wiggler Bounce

How to Play

Hold the Wii Remote sideways.
Press D-Pad to move, 2 to jump,
and 2 while jumping to perform a ground-pound.

To damage Wiggler, simply jump with 2 and then press 2 again to come crashing down with a heavy ground-pound move. Ground-pound Wiggler's various segments to harm the boss and score points.

You earn one point for ground-pounding Wiggler's plentiful purple segments and three points for ground-pounding the rare red segments. Pound those red spots as often as possible to pad your point total!

Tip

Ground-pound your rivals to temporarily flatten them!

Caution

Beware of Piranha Plants that emerge from the ground. Don't get too close or they'll take a bite out of you—and your points! You lose one point each time a Piranha Plant chomps you, so keep away.

Wiggler repeatedly trucks through the arena, damaging any player who gets in the way. Being walloped by Wiggler costs you a point, so avoid lingering in front of this rampaging boss!

After you've ground-pounded away half of Wiggler's health, the boss goes into full beast mode: Wiggler turns purple and starts to stomp around even faster!

Aiming for the red segment is tough at this stage, so just go for whatever segment is easiest to reach and keep those points trickling in. Continue pounding away until you finally bring Wiggler's reckless run to an end.

Minigame Modes

Introduction

It's no secret that *Mario Party 9* is full of exciting and inventive minigames that put your reflexes and puzzle-solving skills to the test.

But you don't need to roll the dice around those game boards every time you wish to enjoy these bite-sized events.

Just visit the Minigames menu, and you can run through *Mario Party 9's* vast array of minigames in totally new and exciting ways!

Let's take a look at all of the various modes you'll find under the Minigames menu—there's plenty to know about each one!

Minigame Modes

Free Play

Free Play mode lets you jump straight into any minigame in *Mario Party 9's* massive library—no muss, no fuss.

Simply pick a minigame category from the four tabs along the top of the screen to view the entire catalogue of minigames that fall into that particular group.

Move the cursor across all those little screens, and each minigame's name will pop up in a word bubble. Choose the one you want to play, configure the number of players, and start partying!

Note

The "Minigames" chapter of this guide has been organized to pair nicely with Free Play mode.

All of the games are grouped by category in that chapter, so it's easy to find the one you'd like to learn more about. Click back a few sections and see for yourself!

Free Play mode shows you how many minigames there are to explore, and it helps you keep track of the ones you've played.

Any time you play a certain minigame in one of *Mario Party 9's* myriad of game modes, that minigame will receive a check mark in Free Play mode to indicate that you've played it before.

This lets you quickly find the games you've yet to play!

Note

Two minigames won't appear in Free Play mode until you purchase *Mario Party 9's* lone hidden board, DK's Jungle Ruins.

These are the special minigames that Donkey Kong and Diddy Kong have in store for you.

Unlock DK's Jungle Ruins by purchasing it at the Museum, and you'll find these two special games under Free Play mode's Boss Battles tab.

Score!

Minigame Modes

Step It Up

Step It Up is a neat little minigame mode in which up to four players compete in a series of minigames. Each time a player wins a game, they'll climb a little ways up a long flight of stairs.

The first one to step up their game and reach the top wins!

You have control of a few important options during Step It Up. First, decide how many victories will be needed to reach the top of the stairs: three, five, or seven.

The more wins you require, the longer and more exciting the Step It Up event will be!

Next, decide the type of minigame you wish to play. You can choose to play Free-for-All minigames or 1-vs.-Rivals minigames.

The first option allows for lots of variety, because there are 44 different Free-for-All events! While there are only 10 1-vs.-Rivals minigames, these can add extra drama to Step It Up mode, because competing players will be forced to work together on the same team!

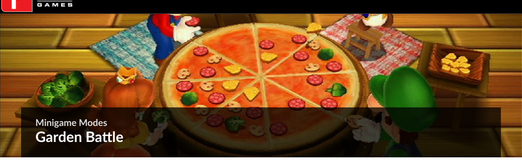
Note

When you play 1-vs.-Rivals minigames in Step It Up, the player whose turn it is will always act as the solo player, while the rest will play on the team of rivals. Talk about top-flight competition!

The turn order is randomly determined at the start of Step It Up, and a special minigame wheel is spun each turn to randomly determine the event you'll play.

When it's your turn to spin the wheel, be quick to press A and try to stop on an event that you want.

Best your rivals more often than not to scale those steps and celebrate your rise to glory!



Minigame Modes

Garden Battle

Garden Battle is a unique minigame mode in which each player must fill their own square plot of soil with special plant blocks. But before anyone can get their hands dirty, they've got to compete in exciting minigames!

Each round of Garden Battle begins with a challenging Free-for-All minigame. Do your best to achieve victory in every minigame event—it'll help you fill your garden with flora!

When a minigame ends, the players get to choose plant blocks from a big ol' cart that's wheeled into the garden. The plant blocks are randomly arranged into clusters of different shapes and sizes, and some clusters will be much larger than others.

Whoever earned first place during the minigame gets first pick of the plant blocks. The minigame's second-place finisher gets to choose their blocks second, and so on.

This is a big benefit to the minigames' victors, because getting the pick of the litter helps them pack their plots much faster than their peers!

Note

It's not all bad news for the last-place finisher, for they get a chance to choose the next minigame!

When it's your turn to select a group of plant blocks, it's usually best to take the biggest cluster available.

Simply point at the desired group of blocks and press A to pick them up, then point to where you'd like to plant them in your plot and press A again to confirm.

Try not to leave any odd gaps when placing your blocks in your soil plot, or you'll have to win significantly more minigames to fill out your garden.

Twist the Wii Remote while placing your blocks to line them up just how you like.

Tip

It usually helps to place blocks along the outer edges of your plot and work your way inward or toward one corner—this makes it easier to fill in those vacant spaces down the stretch!

When Garden Battle events get down to the nitty-gritty, it pays to start playing dirty.

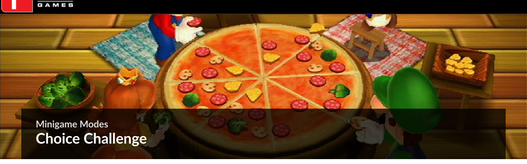
Plant blocks can only be placed if there's room for them to fit, so spy your rival's soil plots and look to steal the smaller block clusters that they need as their plot fills up.

Leave your rivals with nothing but big groups of blocks that won't fit inside their plots, and they won't be able to plant a thing!

Tip

When your garden is nearly full, try to leave space for familiar plant block clusters that you've seen before. This can help you cultivate the win a little quicker!

The player who's first to fill out their plot with plant blocks wins the Garden Battle event. If that's you, be sure to stop and smell the roses!



Minigame Modes

Choice Challenge

Choice Challenge is a gameshow-style minigame mode for up to four players. Each contestant secretly picks three of the five random Free-for-All minigames that are presented to them.

Players will only participate in minigames that they've secretly chosen, and points are awarded based on who wins each game. The player with the most points at the end of the show wins the grand prize!

One hundred points are awarded to the player who finishes in first place after each minigame; 50 points go to the second-place finisher, and 30 points are doled out to the player who ends up in third.

Finishing dead last isn't ideal, but you do get a small consolation prize of 10 points to keep you in the runnings!

Because each player gets to pick the games they want to play, some games will only be contested between two or three players, even when a full panel of four contestants is playing Choice Challenge.

You can't win any points if you're not involved in a game, so just sit back and enjoy the show.

If only two or three players are involved in an event, only the top prizes will be doled out. For example, in a two-player showdown, one player will win 100 points, and the other will win 50.

It's therefore wise to pick difficult minigames that you think your rivals won't choose to play, because you'll have a better chance of scoring big!

Note

If only one player picks a particular minigame, that player will instantly win the top prize without even having to play!

Note

If an entire group of COM (computer-controlled) players is involved in a minigame, the event will be automatically resolved so that the real action can quickly continue.

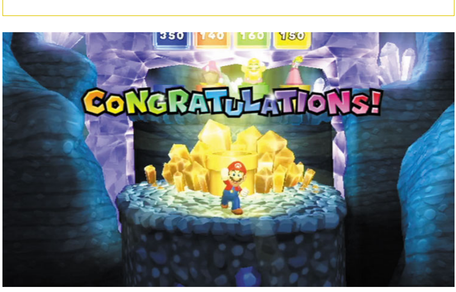
One of the five random minigames will always be showcased as the Chance Minigame. This special event lets the first-place finisher score 150 points, making Chance Minigames potential game-changers.

The other prizes for a Chance Minigame remain the same: 50 points for second place, 30 points for third, and 10 points for last place.

Note

Chance Minigames are always played as the final event in Choice Challenge, but you're informed as to which game will be the Chance Minigame before making your picks.

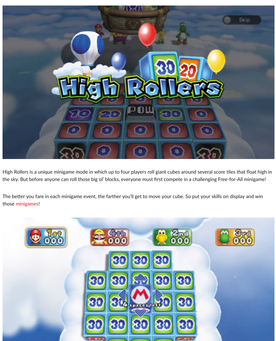
Be sure to toss your hat in the ring for these pivotal events!



Anything can happen in Choice Challenge, so don't be discouraged if you don't fare well in the first game or two.

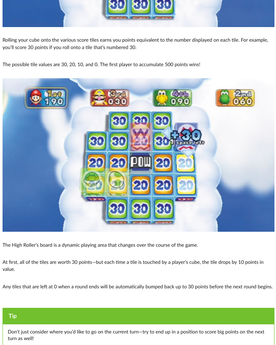
Play hard and do your best to come out on top in every minigame, and you'll do just fine!

High Rollers



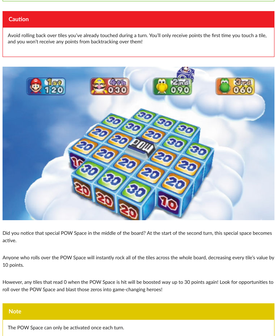
High Rollers is a unique minigame mode in which up to four players roll giant cubes around several score tiles that float high in the sky. But before anyone can roll those big ol' blocks, everyone must first compete in a challenging Free-for-All minigame!

The better you fare in each minigame event, the farther you'll get to move your cube. So put your skills on display and win those minigames!



Rolling your cube onto the various score tiles earns you points equivalent to the number displayed on each tile. For example, you'll score 30 points if you roll onto a tile that's numbered 30.

The possible tile values are 30, 20, 10, and 0. The first player to accumulate 500 points wins!



The High Roller's board is a dynamic playing area that changes over the course of the game.

At first, all of the tiles are worth 30 points--but each time a tile is touched by a player's cube, the tile drops by 10 points in value.

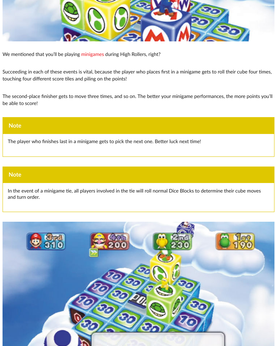
Any tiles that are left at 0 when a round ends will be automatically bumped back up to 30 points before the next round begins.

Tip

Don't just consider where you'd like to go on the current turn--try to end up in a position to score big points on the next turn as well!

Caution

Avoid rolling back over tiles you've already touched during a turn. You'll only receive points the first time you touch a tile, and you won't receive any points from backtracking over them!



Did you notice that special POW Space in the middle of the board? At the start of the second turn, this special space becomes active.

Anyone who rolls over the POW Space will instantly rock all of the tiles across the whole board, decreasing every tile's value by 10 points.

However, any tiles that read 0 when the POW Space is hit will be boosted way up to 30 points again! Look for opportunities to roll over the POW Space and blast those zeros into game-changing heroes!

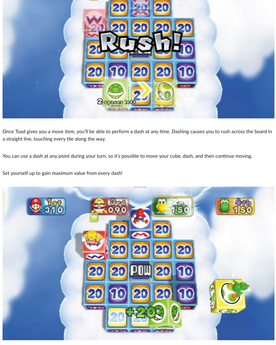
Note

The POW Space can only be activated once each turn.

Note

If a player's cube is ever "boxed in" by other players and is unable to move, the cube will be whisked away to the center of the board, triggering the POW Space when it lands.

Then the player will be able to move their cube as normal.



We mentioned that you'll be playing minigames during High Rollers, right?

Succeeding in each of these events is vital, because the player who places first in a minigame gets to roll their cube four times, touching four different score tiles and piling on the points!

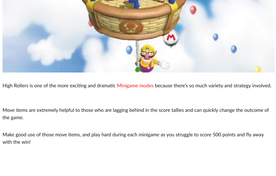
The second-place finisher gets to move three times, and so on. The better your minigame performances, the more points you'll be able to score!

Note

The player who finishes last in a minigame gets to pick the next one. Better luck next time!

Note

In the event of a minigame tie, all players involved in the tie will roll normal Dice Blocks to determine their cube moves and turn order.



As you know from playing Mario Party 9's various game boards, Toads just love an underdog.

But instead of handing out special Dice Blocks like they do at a game board's checkpoint, the Toad who runs High Rollers will grant special move items to players who are falling behind in the score totals.

These special items grant the ability to perform game-changing moves called dashes!

Note

A special icon appears near the portraits of players who possess move items.

Once Toad gives you a move item, you'll be able to perform a dash at any time. Dashing causes you to rush across the board in a straight line, touching every tile along the way.

You can use a dash at any point during your turn, so it's possible to move your cube, dash, and then continue moving.

Set yourself up to gain maximum value from every dash!

Move items help you score oodles of points, and you can use them to mess with your rivals. Dash into any other player's cube, and it will be knocked from the game board.

If that unfortunate player has yet to move their cube this turn, they won't be able to move it at all until their next turn!

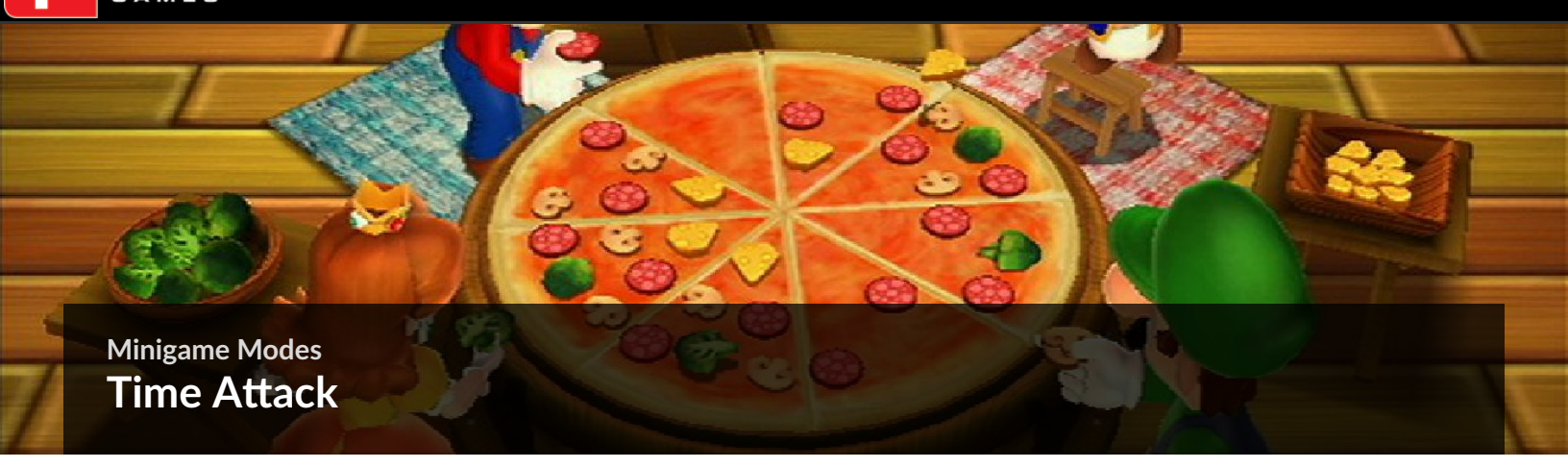
Note

Don't bother dashing into players who have already moved this turn--it won't set them back much, if at all. Only seek out rivals who have yet to move their cube.

High Rollers is one of the more exciting and dramatic Minigame modes because there's so much variety and strategy involved.

Move items are extremely helpful to those who are lagging behind in the score tallies and can quickly change the outcome of the game.

Make good use of those move items, and play hard during each minigame as you struggle to score 500 points and fly away with the win!



Minigame Modes

Time Attack

Time Attack is a one-player minigame mode in which your goal is to complete a series of 10 special minigames as fast as you can.

Your running time is tallied at the end of each event, with your final overall time presented at Time Attack's end. Let's see how fast you can smash through those tasks!

Tip

Spend a mere 100 Party Points to unlock the "Staff Best" item from the Museum and see the insanely low Time Attack record achieved by Nintendo's expert players.

If you can beat that ridiculous record time, consider yourself a master Mario Partier!

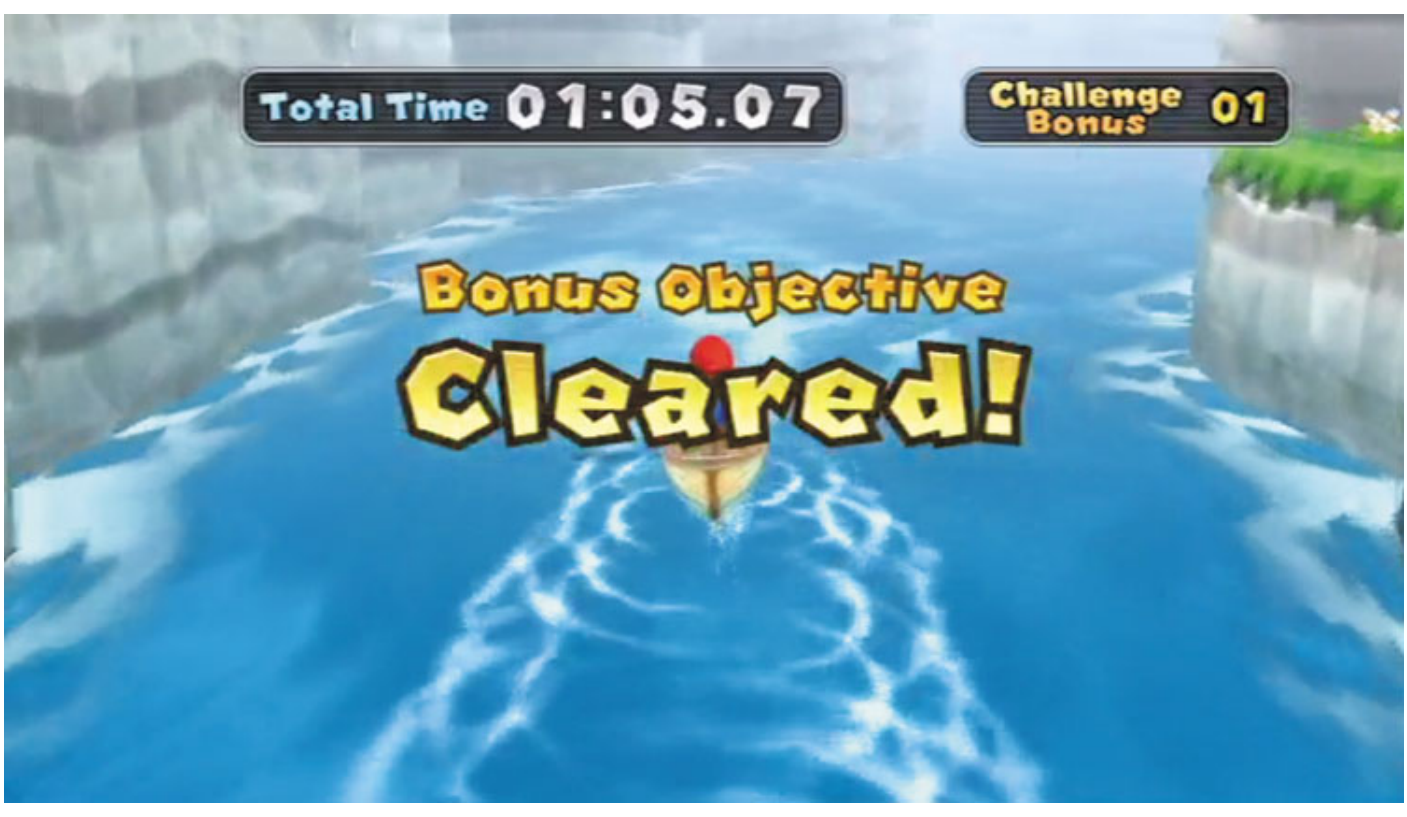
You always face the same 10 minigames during Time Attack mode, but you can modify the order in which they're played.

Once you're familiar with each of these events, decide which ones are your weakest links, and opt to play those ones first.

This way, if you really mess up, you can quit out and start over again without having lost too much time in the effort.

Tip

Save your favorite Time Attack minigame orders so you can quickly recall them at any time in the future!



Every minigame in Time Attack mode comes with a special Bonus Objective that can shave precious seconds off your overall time.

Three seconds are deducted from your final time for every one of these special objectives you complete, meaning a whopping 30 seconds can be deducted from your overall time if you manage to complete all 10!

Going after Bonus Objectives helps you perform better in the minigames anyway, so it's well worth attempting them.

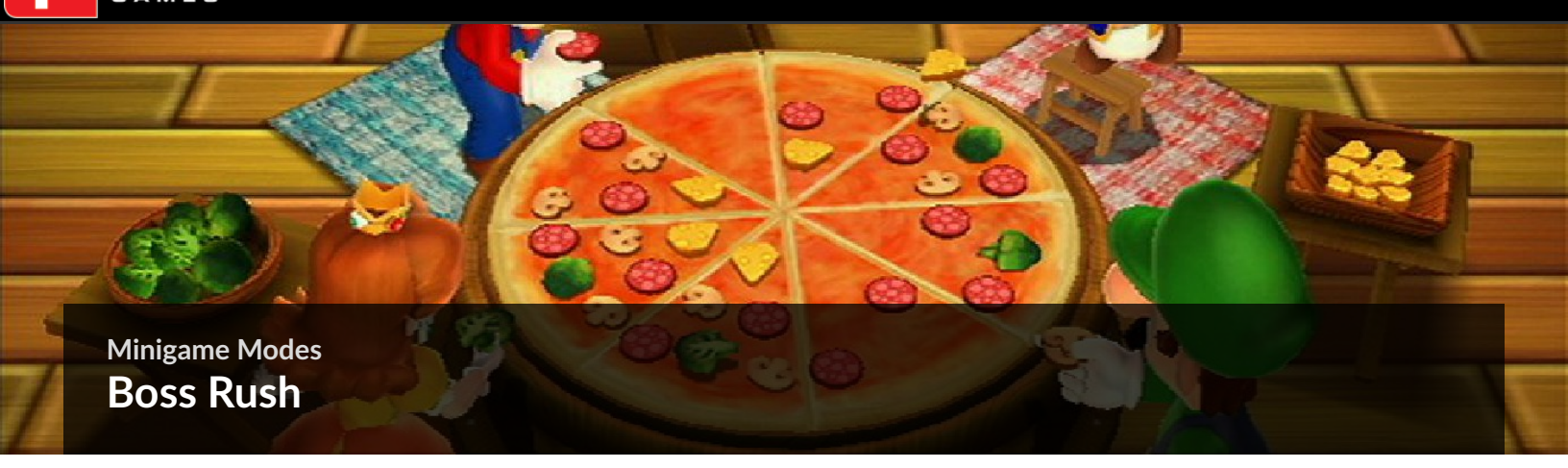
The following table lists all 10 Time Attack minigames, along with their individual default Time Attack records and special Bonus Objectives. Put this information to good use and pick out the order you think will serve you best!

Tip

Check the "Minigames" section of this guide for tips and strategies on every event you face in Time Attack mode!

Time Attack Minigames

Game	Objective	Time Attack Record	Bonus Objective
Snow Go	Complete 10 laps on your snowmobile!	50 sec.	Use the dash ramp on every lap!
Jigsaw Jumble	Complete five puzzles!	30 sec.	Only place correct pieces!
Peak Precision	Climb to the top of the wall!	15 sec.	Only press the correct buttons!
Speeding Bullets	Ride Bullet Bill all the way to the goal!	45 sec.	Pass over every dash zone!
Chain Event	Avoid the Spiked Balls, and reach the bottom!	25 sec.	Don't hit more than one Spiked Ball!
Ballistic Beach	Hit the targets on all of the islands!	60 sec.	Hit all the targets in 10 shots or fewer.
Upward Mobility	Jump your way to the goal at the top!	35 sec.	Reach the top without jumping on the same block twice!
Pizza Me, Mario	Toss all of the toppings on each slice of pizza!	60 sec.	Don't make any mistakes when tossing toppings on the pizza!
Flinger Painting	Cover over 90 percent of the canvas with paint!	25 sec.	Cover 90 percent or more of the canvas using 10 shots or fewer!
Pit or Platter	Roll the ball onto the glowing areas, and earn 100 points!	45 sec.	Complete the game without dropping the ball!



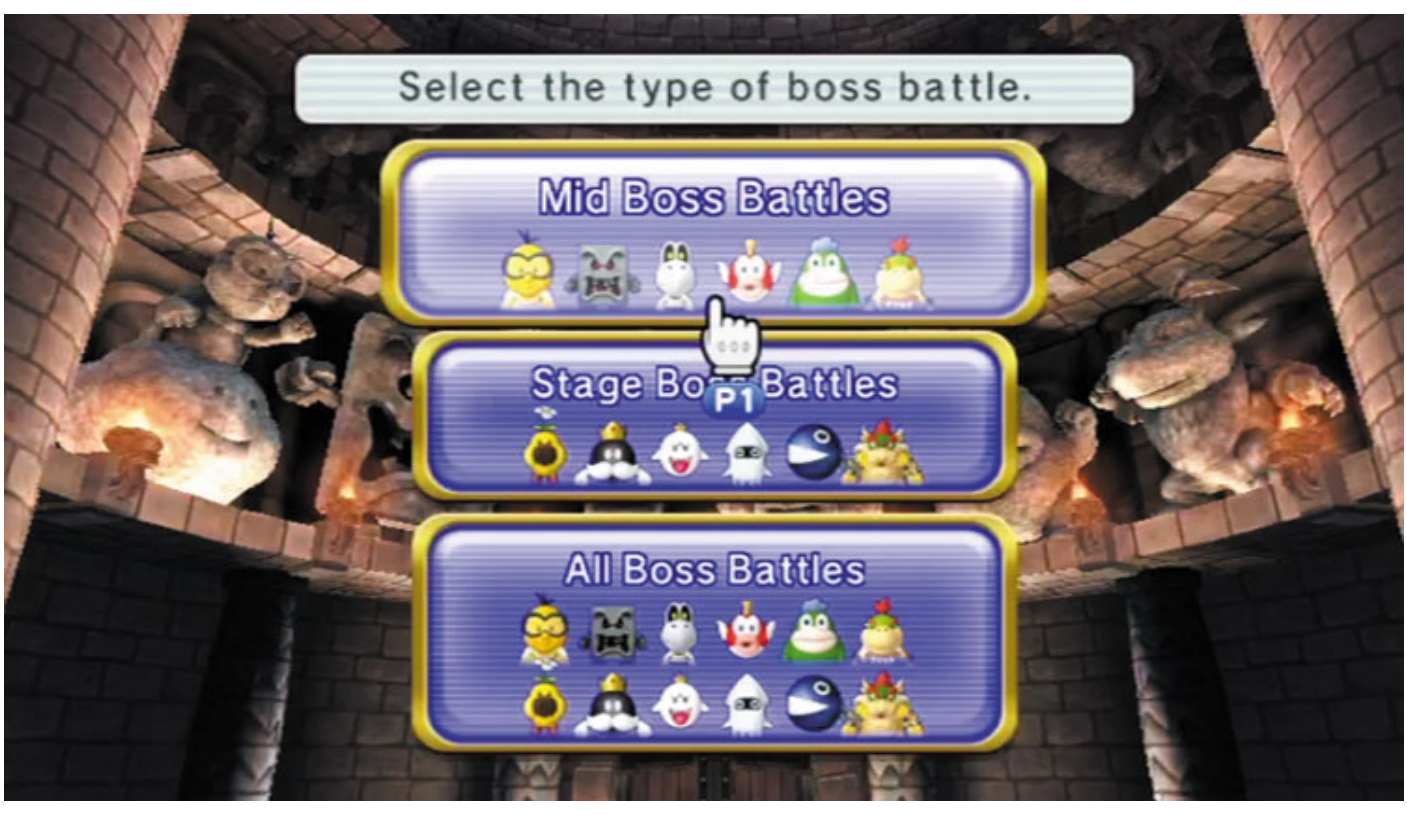
Minigame Modes

Boss Rush

Spend 500 Party Points to unlock this excellent minigame mode from the Museum.

In Boss Rush, up to four players can blaze through every boss battle, one after the next, vying to score more points than their peers by outperforming them in combat.

Which player will be the best at beating down those burly bosses?



You may choose to play all six mid-boss battles (the baddies you fight at the game boards' forts) or all six stage-boss battles (the titans you face at each board's end).

Or, opt to run the full Boss Rush gauntlet and face all 12 boss battles in one go!

Five points are awarded to the player who finishes in first place after each Boss Rush battle, while three points are given to the second-place finisher.

The player who comes in third earns two points, and the player who finishes last adds just one point to their total. Hey, it's better than nothing!

Tip

A few first-place finishes can make all the difference, so don't be discouraged if you flub up once in a while—just keep on fighting for first place and you'll do fine!

Boss Rush battles are always fought in the same order the bosses are encountered in Solo mode. Here's that order, to help you prepare:

Mid Bosses

Lakitu (*Sock It to Lakitu*)

Whomp (*Whomp Stomp*)

Dry Bones (*Deck Dry Bones*)

Cheep Cheep (*Cheep Cheep Shot*)

Spike (Spike Strike)

Bowser Jr. (*Bowser Jr. Breakdown*)

Stage Bosses

Wiggler (Wiggler Bounce)

King Bob-omb (Bombard King Bob-omb)

King Boo (King Boo's Puzzle Attack)

Blooper (Blooper Barrage)

Chain Chomp (Chain Chomp Romp)

Bowser (Bowser's Block Battle)

Tip

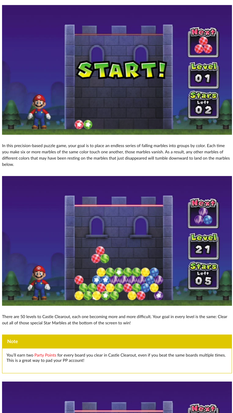
View all of *Mario Party 9's* boss battle strategies in one convenient place by clicking back a few sections to the "Minigames" part of this guide.

All of the boss battles are presented at the chapter's end—go get 'em!

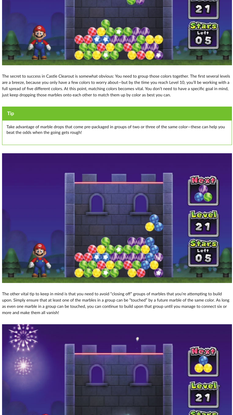
Extras

Castle Clearout

Pop by the Extras menu to view a small selection of additional game modes. Each of these modes offers enough challenge and replayability to consume hours of your life, so let's take a good look at what these exciting Extras have in store!



In this precision-based puzzle game, your goal is to place an endless series of falling marbles into groups by color. Each time you make six or more marbles of the same color touch one another, those marbles vanish. As a result, any other marbles of different colors that may have been resting on the marbles that just disappeared will tumble downward to land on the marbles below.



There are 50 levels to Castle Clearout, each one becoming more and more difficult. Your goal in every level is the same: Clear out all of those special Star Marbles at the bottom of the screen to win!

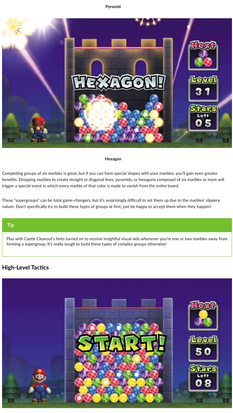
Note

You'll earn two Party Points for every board you clear in Castle Clearout, even if you beat the same boards multiple times. This is a great way to pad your PP account!

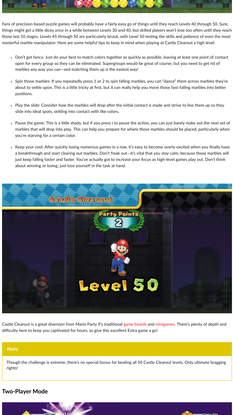
The secret to success in Castle Clearout is somewhat obvious: You need to group those colors together. The first several levels are a breeze, because you only have a few colors to worry about—but by the time you reach Level 10, you'll be working with a full spread of five different colors. At this point, matching colors becomes vital. You don't need to have a specific goal in mind, just keep dropping those marbles onto each other to match them up by color as best you can.

Tip

Take advantage of marble drops that come pre-packaged in groups of two or three of the same color—these can help you beat the odds when the going gets rough!

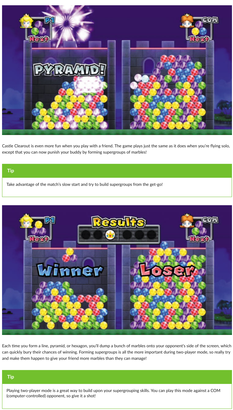


The other vital tip to keep in mind is that you need to avoid "closing off" groups of marbles that you're attempting to build upon. Simply ensure that at least one of the marbles in a group can be "touched" by a future marble of the same color. As long as even one marble in a group can be touched, you can continue to build upon that group until you manage to connect six or more and make them all vanish!



Eliminating marbles can often cause a "cascade effect" in which marbles above tumble down to land on other marbles below, automatically completing groups of six or more and causing a second or even a third group of marbles to vanish in chain reaction. This is why it's so important to group your colors together—it sets up radical cascades that can quickly clear out a whole bunch of marbles all at once!

Supergroups



Line

Pyramid

Hexagon

Completing groups of six marbles is good, but if you can form special shapes with your marbles, you'll gain even greater benefits. Dropping marbles to create straight or diagonal lines, pyramids, or hexagons composed of six marbles or more will trigger a special event in which every marble of that color is made to vanish from the entire board.

These "supergroups" can be total game-changers, but it's surprisingly difficult to set them up due to the marbles' slippery nature. Don't specifically try to build these types of groups at first; just be happy to accept them when they happen!

Tip

Play with Castle Clearout's hints turned on to receive insightful visual aids whenever you're one or two marbles away from forming a supergroup. It's really tough to build these types of complex groups otherwise!

High-Level Tactics

Fans of precision-based puzzle games will probably have a fairly easy go of things until they reach Levels 40 through 50. Sure, things might get a little dicey once in a while between Levels 30 and 40, but skilled players won't lose too often until they reach those last 10 stages. Levels 45 through 50 are particularly brutal, with Level 50 testing the skills and patience of even the most masterful marble manipulator. Here are some helpful tips to keep in mind when playing at Castle Clearout a high level:

- Don't get fancy. Just do your best to match colors together as quickly as possible, leaving at least one point of contact open for every group so they can be eliminated. Supergroups would be great of course, but you need to get rid of marbles any way you can—and matching them up is the easiest way!
- Spin those marbles. If you repeatedly press 1 or 2 to spin falling marbles, you can "dance" them across marbles they're about to settle upon. This is a little tricky at first, but it can really help you move those fast-falling marbles into better positions.
- Play the slide. Console how the marbles will drop after the initial contact is made and strive to line them up so they slide into ideal spots, settling into contact with like colors.
- Pause the game. This is a little shady, but if you press I to pause the action, you can just barely make out the next set of marbles that will drop into play. This can help you prepare for where those marbles should be placed, particularly when you're starving for a certain color.
- Keep your cool. After quickly losing numerous games in a row, it's easy to become overly excited when you finally have a breakthrough and start clearing star marbles. Don't freak out—it's vital that you stay calm, because those marbles will just keep falling faster and faster. You've actually got to increase your focus as high-level games play out. Don't think about winning or losing; just love yourself in the task at hand.

Castle Clearout is a great diversion from Mario Party 9's traditional game boards and minigames. There's plenty of depth and difficulty here to keep you captivated for hours, so give this excellent Extra game a go!

Note

Through the challenge is extreme, there's no special bonus for beating all 50 Castle Clearout levels. Only ultimate bragging rights!

Two-Player Mode

Castle Clearout is even more fun when you play with a friend. The game plays just the same as it does when you're flying solo, except that you can now punish your buddy by forming supergroups of marbles!

Tip

Take advantage of the match's slow start and try to build supergroups from the get-go!

Each time you form a line, pyramid, or hexagon, you'll dump a bunch of marbles onto your opponent's side of the screen, which can quickly bury them chances of winning. Forming supergroups is all the more important during two-player mode, so really try and make them happen to give your friend more marbles that they can manage!

Tip

Playing two-player mode is a great way to build upon your supergroupings skills. You can play this mode against a COM (computer-controlled) opponent, so give it a shot!

Extras

Shell Soccer

Pair up with a partner and take to the field in Shell Soccer, a fast-paced 2-vs.-2 sporting event in which each team tries to send that soccer shell flying at the opposing team's row of Goomba goalies. Knock out every opposing Goomba to win the game!

Note

You score two Party Points per game of Shell Soccer, regardless if you win or lose. Sweet!

Each game of shell soccer begins with a kickoff, where the shell sits in the center of the field and the players are huddled around it. Rather than rushing after the shell, let the opposing team grab it first—then quickly steal it away! This is highly effective during kickoffs that occur after goals are scored, because the team who lost Goombas will start a little closer to the shell than the team that scored. Keep your momentum going after each goal and steal that shell the moment the action resumes!

While carrying the shell, press 2 to pass to your partner, or press 1 to shoot for those Goombas. By pressing and holding 1, you can adjust the angle of your shot. This can help you knock out multiple Goombas in one shot. But beware: You're a sitting duck while taking the time to aim!

Tip

Bounce the shell off of brick walls to whack those Goombas off the rebound!

Caution

Any rival who stands between you and your target will automatically intercept the shell during a pass or shot. Make sure the shell's path of travel is clear!

Players who aren't carrying the shell move faster than the shell carrier, which lets defenders quickly catch up. Whenever you're on defense, try to snatch the shell away from the opposing carrier by pressing 2 to perform a quick sliding steal. Simply slide into the shell carrier to steal the shell away. You cover lots of ground when sliding, so make good use of this excellent defensive move!

When rival defenders are giving you grief, you've got to start playing the passing game. One player should remain in rival territory most of the time, ready to accept a long pass and shoot for the Goombas. Stealing the shell is somewhat easy, so let one player handle primary defense while the other moves about downfield, ready to score at a moment's notice!

Tip

When you're the player who's awaiting a pass downfield, watch where your rivals are moving and position yourself so that passes from your partner won't be intercepted.

Shell Soccer is a great addition to Mario Party 9's shorter minigames and longer game board romps. Spend some time out there on the field and find your rhythm while you go for the goal!

Extras

Goomba Bowling

Ever feel like that Goomba Bowling minigame is over before it really begins? Well, visit the Extras menu, and you can play an enhanced version of this minigame favorite! When playing the Extras version of Goomba Bowling, you get to play a complete game of five frames, and each player gets two shots per frame to knock down as many Goombas as possible. The player with the highest score at the end of the five frames wins!

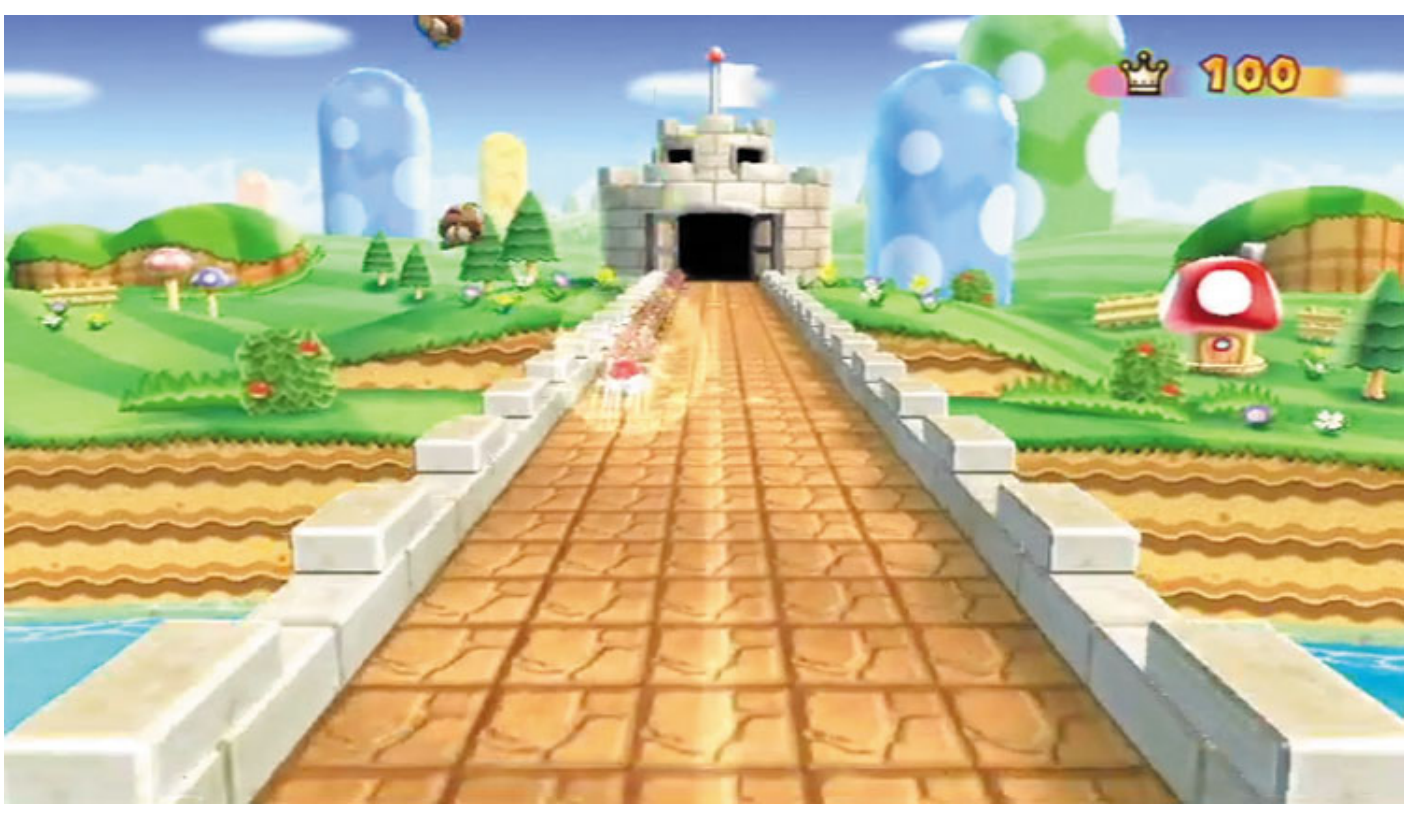
Tip

Whether you win or lose, you'll earn five Party Points for every game of Goomba Bowling you play. Good stuff!

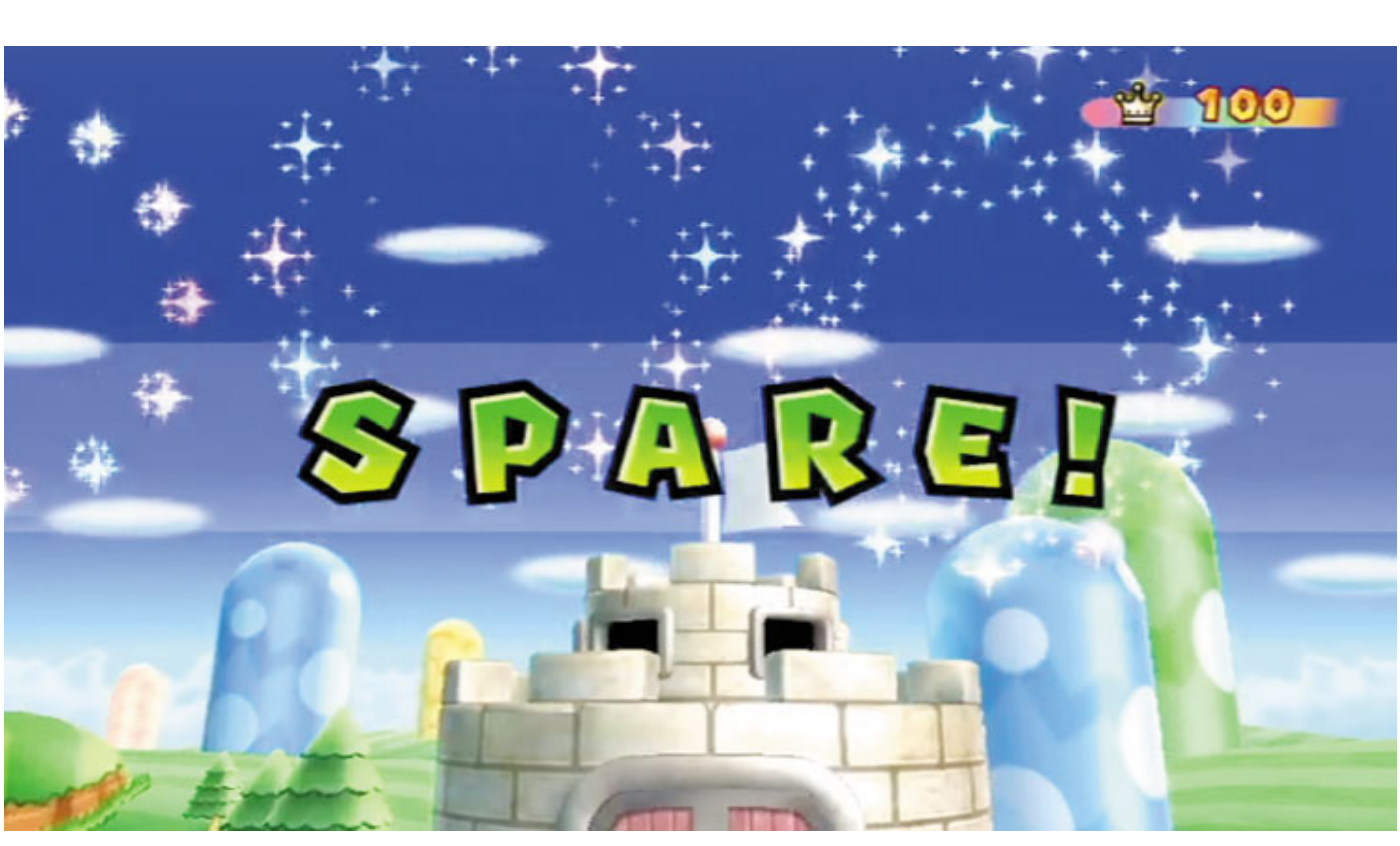
The nuts and bolts of Goomba Bowling remain the same as the minigame—the only differences are in the details. Take care in setting up your shots by studying how the Goombas are moving. The more out of sync the Goombas are stomping, the more drastically you'll need to adjust your angle. Consider how quickly the Goombas are shuffling as well—the faster they move, the more angle you need to add in order to compensate.

Tip

For your first toss, it usually helps to line up your throwing angle so that it closely matches the Goombas' line of travel. Then make any necessary adjustments during your second toss!



Because you get two throws instead of just one, you're able to score bonus points by picking up spares. A spare occurs whenever you manage to knock down every lingering Goomba on your second throw. Don't worry if you didn't manage to whack every Goomba on your first try—you always get a second chance to pick up that spare!



There are 20 Goombas to hit, each one being worth one point. However, by picking up a spare on your second throw, you earn 10 bonus points in addition to the 20 you get from hitting all of the Goombas. That's 30 points in just one frame!

Of course, the best throw you can make in Goomba Bowling is that elusive strike. Knock down all 20 Goombas on your first toss, and you'll get double points for each one. That's right: 40 points will be added to your score each time you make a strike! This is the best you can possibly do during a frame, so the highest score you can manage in Goomba Bowling is 200 by making a strike on every frame.

Goomba Bowling is a blast as a minigame, but it's even more fun to play from the Extras menu. Practice picking up those spares until you gain a familiarity for the game, then start scoring those high-value strikes!

Extras

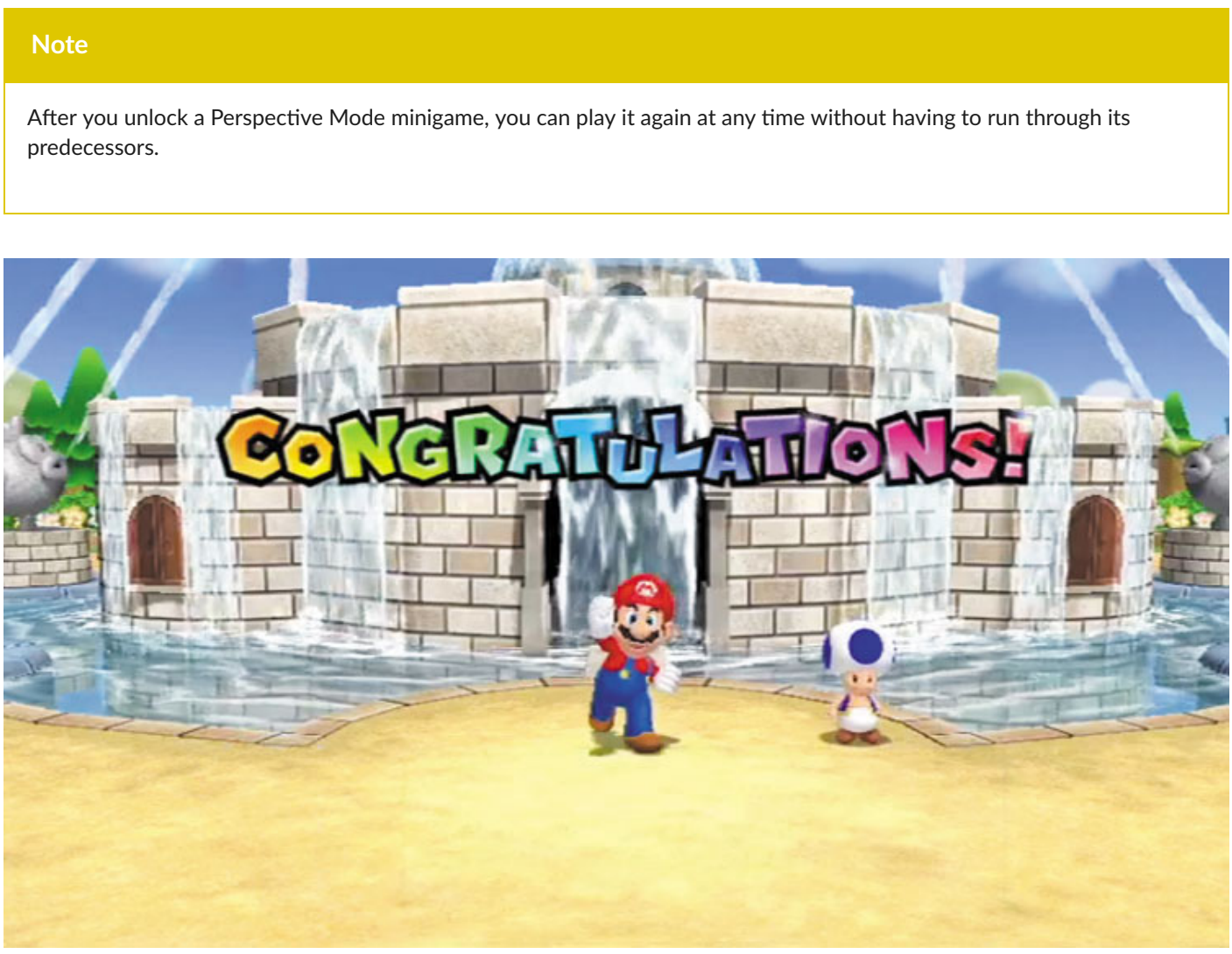
Perspective Mode

Perspective Mode takes 10 of Mario Party 9's most thrilling Free-for-All minigames and ramps up the challenge by adding a special twist: You get to play each of these games from your character's point of view!

The first time you play a Perspective Mode game, only one game will be available: Tumble Temple. Beat this first minigame to unlock the next one, and so on. Keep going until you clear all 10!

Note

After you unlock a Perspective Mode minigame, you can play it again at any time without having to run through its predecessors.



We reveal all 10 Perspective Mode games in the following list, and provide special tips to help you beat each one. Check the "Minigames" chapter for more in-depth looks at these Free-for-All affairs!

- Tumble Temple: You only need to outlast your rivals, so watch those pistons and try to keep near the center so you'll have options on where to flee.
- Logger Heads: This one's a breeze—just be quick to cut those logs and duck whenever you see a Bob-omb!
- Ring Leader: Timing is everything—you'll fly through this one once you get the hang of those jumps!
- Magma Mayhem: Stick near the middle of the platform and use quick dropkicks to knock your rivals for a loop!
- Pianta Pool: Keep to the middle of the pool so you can see where the rings are headed, then go for the gold!
- Piranha Patch: Hang out in the tall grass so you can grab those gold flowers, but beware of those pesky Piranha Plants!
- Skyjinks: The course is the same as ever, but you lose if you fall even once. Practice the normal minigame to memorize the course if you like!
- Plunder Ground: Stand where you can see each chest as they fill, and remain near the center so you can watch them all as they're shuffled underground.
- Billistics: This one boils down to pure luck. Just do your best to dodge those Bullet Bills and pray your rivals get hit quick!
- Mob Sleds: They've saved the worst for last! Run to one corner of the rink, then sprint to the opposite corner. Exploit the inner and outer tracks at the corners—you can dodge rivals by moving from one to the other.

Note

You earn two Party Points each time you play a Perspective Mode game, even if you lose. Beat all 10 games in this mode and you'll receive 100 Party Points as a special bonus!

Museum Goodies

Party Points

Attention Mario Party shoppers! Swing by the Museum at any time to spend your hard-earned Party Points on all sorts of glorious goodies. Let's take a look at everything you can buy!

Nearly everything you do in Mario Party 9 earns you special currency called Party Points. Don't just hoard your points—spend them at the Museum to unlock all sorts of neat stuff!

Here's a quick list of all the different ways you can earn Party Points in Mario Party 9:

- You earn 1 point for every Mini Star in your possession at the end of a traditional board game.
- You earn 1 point for every Banana in your possession at the end of games you play at DK's Jungle Ruins.
- You earn 10 points each time you complete a Minigame Mode game.
- You earn 2 or 5 points each time you complete an Extras game.
- You earn 500 bonus points for beating all of the game boards in Solo mode.
- You earn 100 bonus points for beating Perspective Mode (found in the Extras menu).

Note

You'll never lose Party Points except when you spend them. Still, they won't do you much good just sitting in your wallet!

TIP

A great way to earn fast Party Points is to play the Castle Clearout game that's found in the Extras menu.

You'll earn two points every time you clear a board in Castle Clearout, so just keep beating those first few boards over and over to stuff your wallet to the brim!

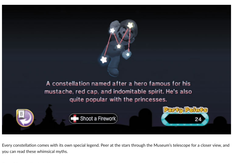
Museum Goodies
The Museum

Visit the Museum at any time to browse Mario Party 9's impressive array of unlockables. See something you like? Buy it with Party Points!

The following tables are provided to help you keep track of everything you've unlocked in the game and the stuff you want to purchase next!

Stars

Visit the Stars section of the Museum to unlock an array of special star constellations. Each constellation you purchase appears in the nighttime sky.



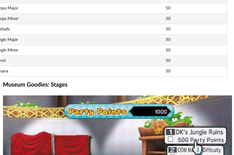
Every constellation comes with its own special legend. Peer at the stars through the Museum's telescope for a closer view, and you can read these whimsical myths.

Press A to set off colorful fireworks at one Party Point a pop!

Museum Goodies: Stars

Item	Points
Bad Ball Boy	50
Super Bro Major	50
Super Bro Minor	50
Princess Major	50
Princess Minor	50
Scheming Major	50
Scheming Minor	50
Hero's Best Buddy	50
Egg Thrower	50
The Advisor	50
Spendy Shell	50
Fire Flower	50
Brick Blocks	50
Mushroom	50
Pipe	50
Gluttonous Gobbler	50
Ground Soldier	50
Straight Shot	50
Hello Mole	50
Sharp Shell	50
Cloud Charmer	50
Killer Caterpillar	50
Timberheads	50
Nail Shell	50
Fierce Fish	50
On Porpoise	50
Blooper Reel	50
Hermit Claw	50
Deffnes Islander	50
Snow Bird	50
Cold Guy	50
Bomb Major	50
Bomb Minor	50
Ghost Major	50
Ghost Minor	50
Bound Biter	50
Rodent Thief	50
Skull Shell	50
Drop Bat	50
Rikol Rock	50
Magic Shell	50
Sore Stone	50
Malevolent Mask	50
Bad Ball Boy	50
Koopa Major	50
Koopa Minor	50
Fireballs	50
Jungle Major	50
Jungle Minor	50
Barrel	50
Banana	50

Museum Goodies: Stages



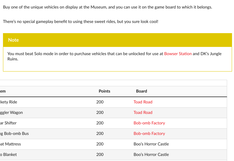
Swing by the Stages area of the Museum to unlock a small selection of special items related to the various game modes. These are some of the best unlockables you can buy!

Note

You must beat Solo mode in order to make Boss Rush mode available for purchase at the Museum. Everything else is available from the get-go.

Item	Points	Description
DK's Jungle Ruins	500	Unlocks a special bonus game board!
COM-Master Difficulty	200	Lets you choose to play against Master-level COM (computer-controlled) opponents.
Staff Best	100	Reveals the Nintendo staff's best record on Time Attack mode.
Boss Rush	500	Unlocks Boss Rush mode under the Minigames menu. You must beat Solo mode first.

Museum Goodies: Vehicles



Buy one of the unique vehicles on display at the Museum, and you can use it on the game board to whisk it betwixt.

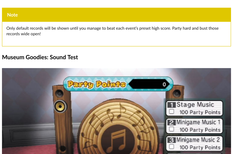
There's no special gameplay benefit to using these sweet rides, but you sure look cool!

Note

You must beat Solo mode in order to purchase vehicles that can be unlocked for use at Bowser Station and DK's Jungle Ruins.

Item	Points	Board
Rickety Ride	200	Toad Road
Wiggler Wagon	200	Toad Road
Gear Shifter	200	Bob-omb Factory
King Bob-omb Bus	200	Bob-omb Factory
Float Mattress	200	Boo's Horror Castle
Boo Blanket	200	Boo's Horror Castle
Coral Explorer	200	Blooper Beach
Blooper Boat	200	Blooper Beach
Bone Barrow	200	Magma Mine
Chain Chomp Coupe	200	Magma Mine
Shiny Saucer	200	Bowser Station
Starship Bowser	200	Bowser Station
Jungle Junker	200	DK's Jungle Ruins
DK's Banana Slider	200	DK's Jungle Ruins

Records



What's this? There's nothing to buy here at the Records exhibit! Instead, you're simply able to view lists of the high scores you've set across all minigames and other special game modes like Time Attack and Solo mode.

Hey, this is still pretty neat!

Note

Only default records will be shown until you manage to beat each event's preset high score. Party hard and bust those records wide open!

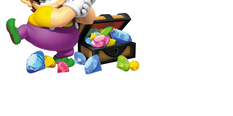
Museum Goodies: Sound Test

Hit up the Sound Test room to bump Mario Party 9's most rockin' tunes. You can also purchase sound effect packages for all of the playable characters.

What a hoot!

Item	Points	Description
Stage Music	100	Unlocks every stage's background music.
Minigame Music 1	100	Unlocks a host of minigame background music.
Minigame Music 2	100	Unlocks even more minigame background tunes.
Other Tracks	100	Unlocks special tracks from various events and special moments in the game.
Character Voices	100	Unlocks every character's vocal sound effects.

Staff Credits

No Party Points are needed to view the staff credits for Mario Party 9.

These hardworking men and women put in a whole lot of effort when creating this memorable game, so why not take a moment to pay them a little respect?